



**"Elements Main Title"**  
**1042-260**  
**Board Team Final**

Date 11/14/16

- ☒ Board Team Final
- ☒ Network Approval Board 11/14/16
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

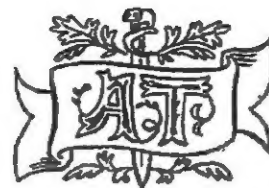
Adventure Time Created by  
Pendleton Ward

Supervising Director  
Adam Muto

Storyboard by  
Hanna K. Nystrom

Animation Studio

ADVENTURE TIME

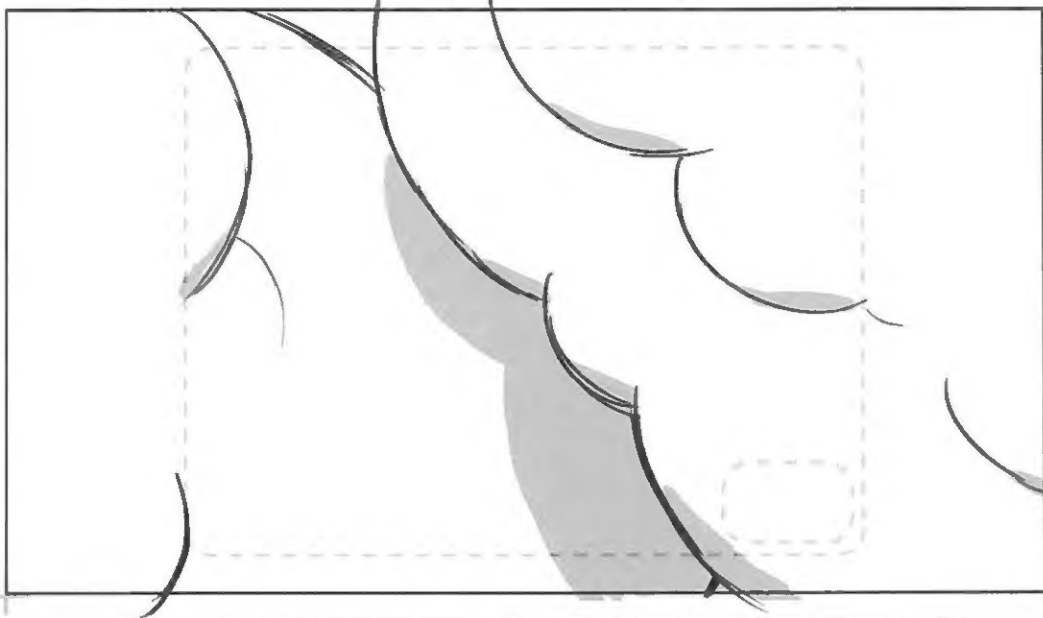


Sc. 001

Pnl. A

Bg.

day night

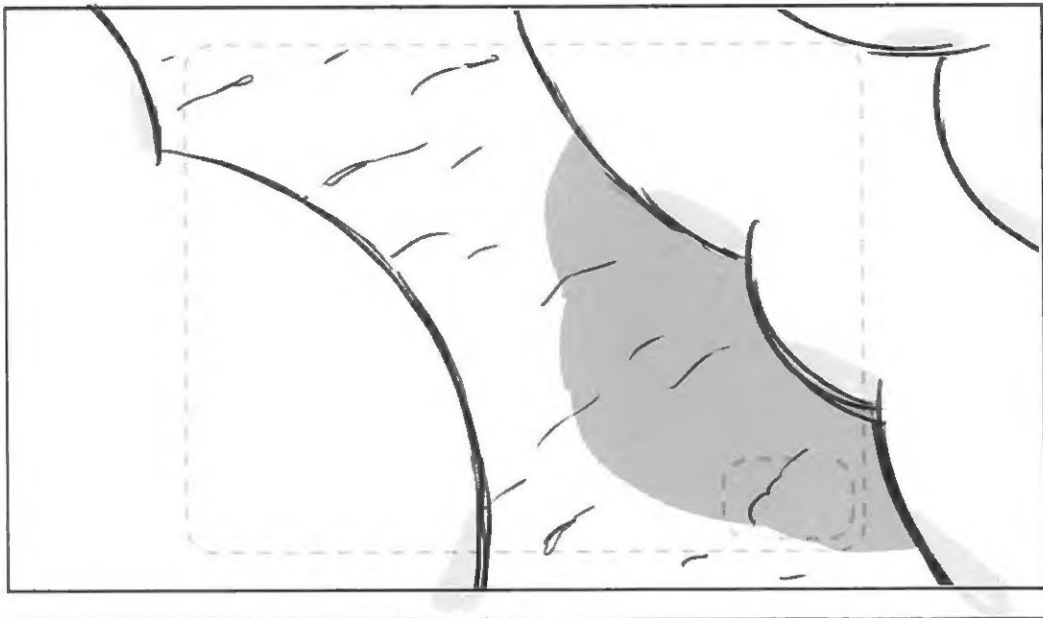


Sc. 001

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

-CAM. PUSHES THROUGH CLOUDS.

EPISODE # 1042-260

Production :

ADVENTURE TIME

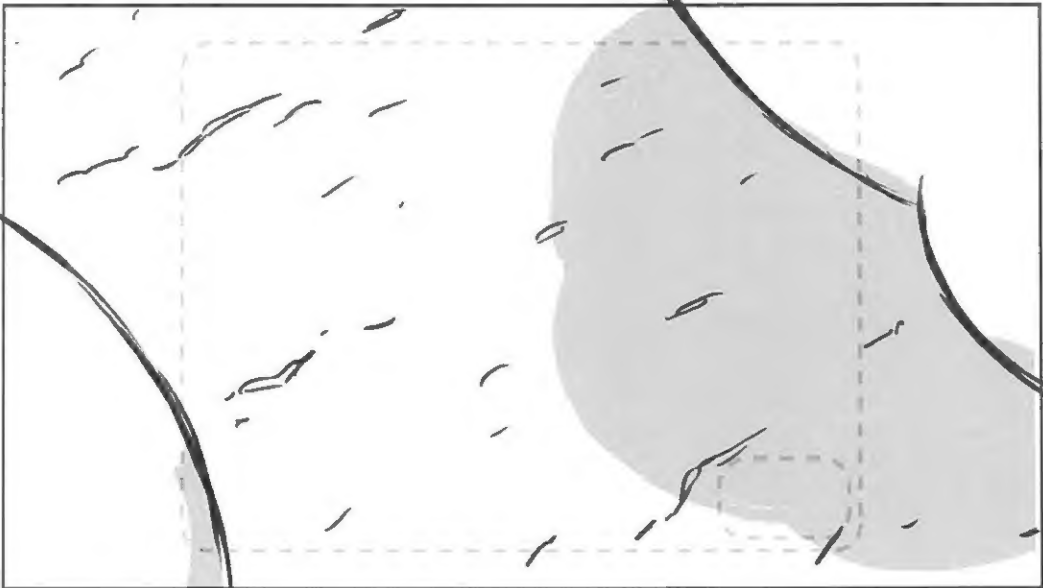


Sc. 061

Pnl. C

Bg.

day night

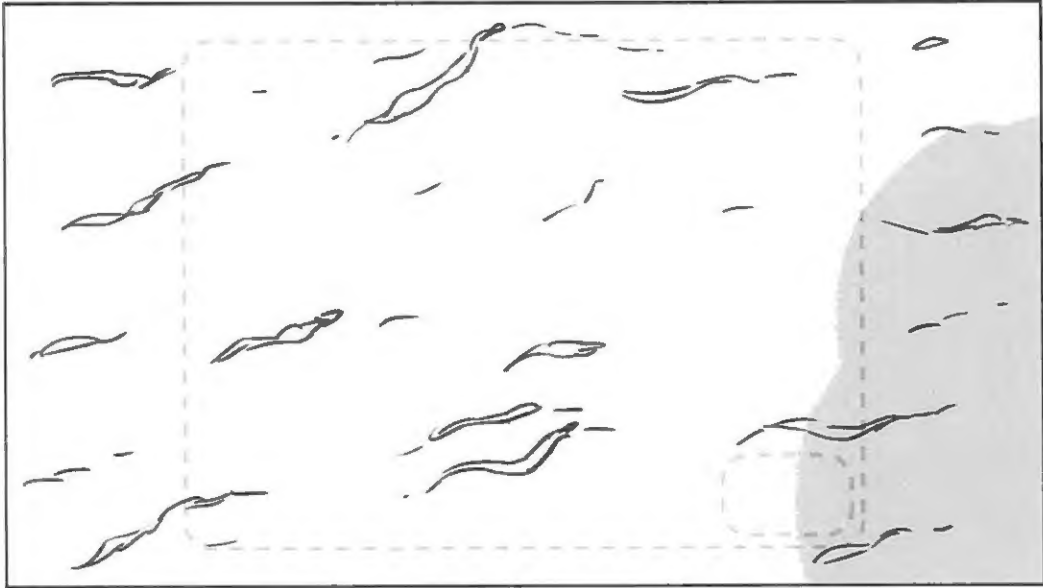


Sc. 001

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1042-260

Production :

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ADVENTURE TIME



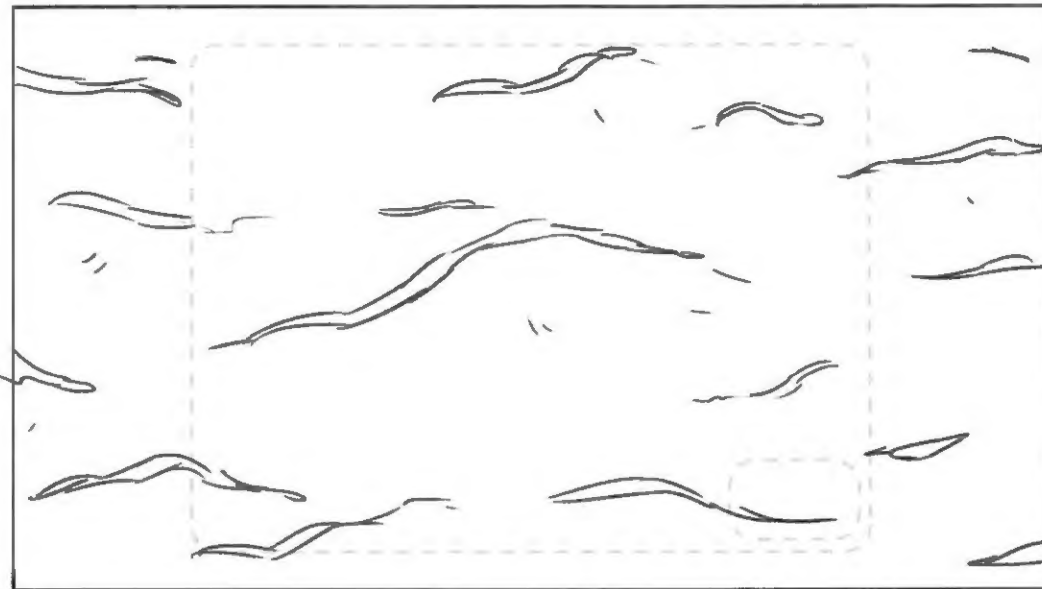
Page 003

Sc. 001

Pnl. E

Bg.

day night

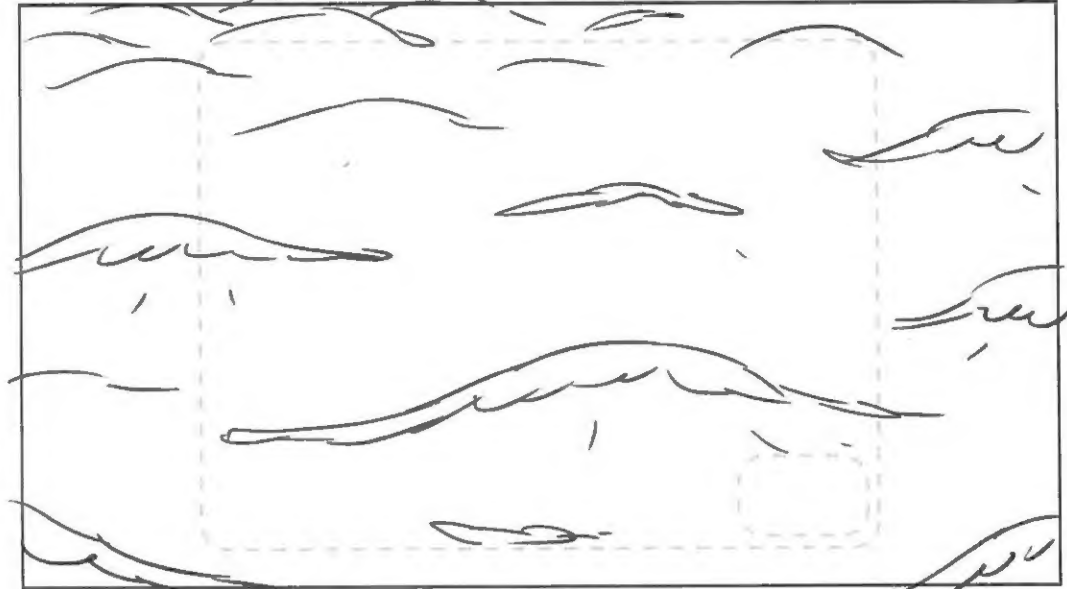


Sc. 001

Pnl. F

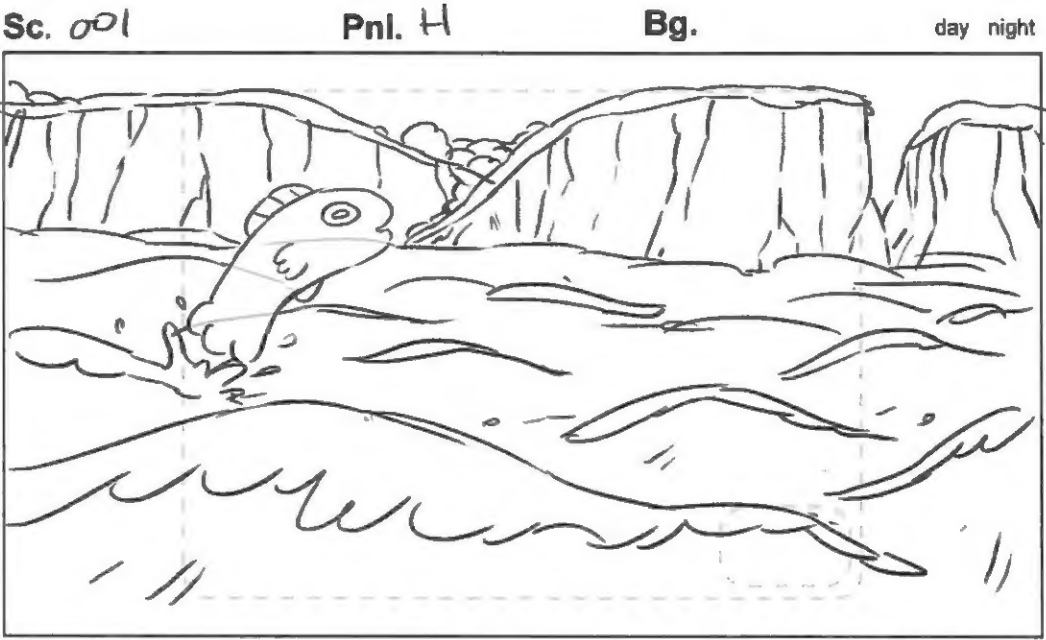
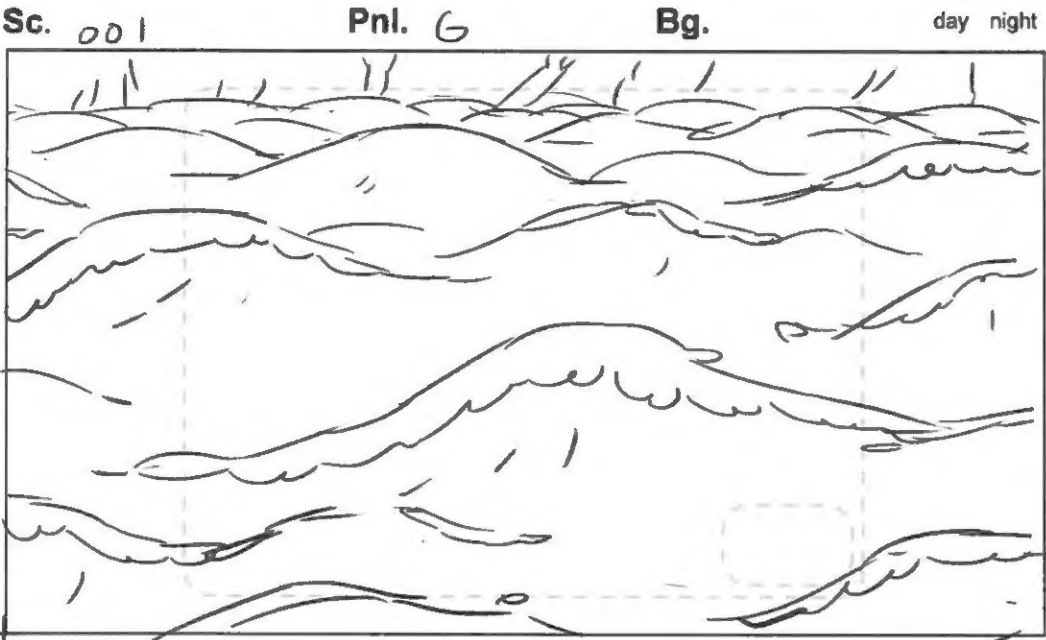
Bg.


day night



Dialog:	
Action:	CAMERA 
Timing:	

ADVENTURE TIME



Dialog:	
Action:	
Timing:	
- TRANSLUCENT FISH BREACHES WATER.	

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EPISODE # 1042-260  
Production :

# ADVENTURE TIME



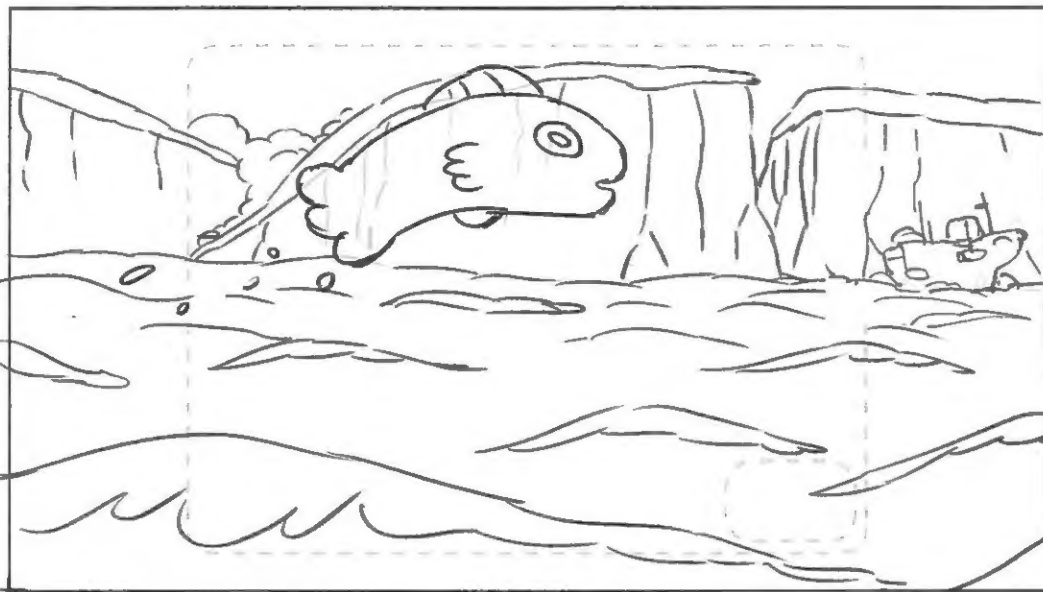
Page 005

Sc. 001

Pnl. 1

Bg.

day night

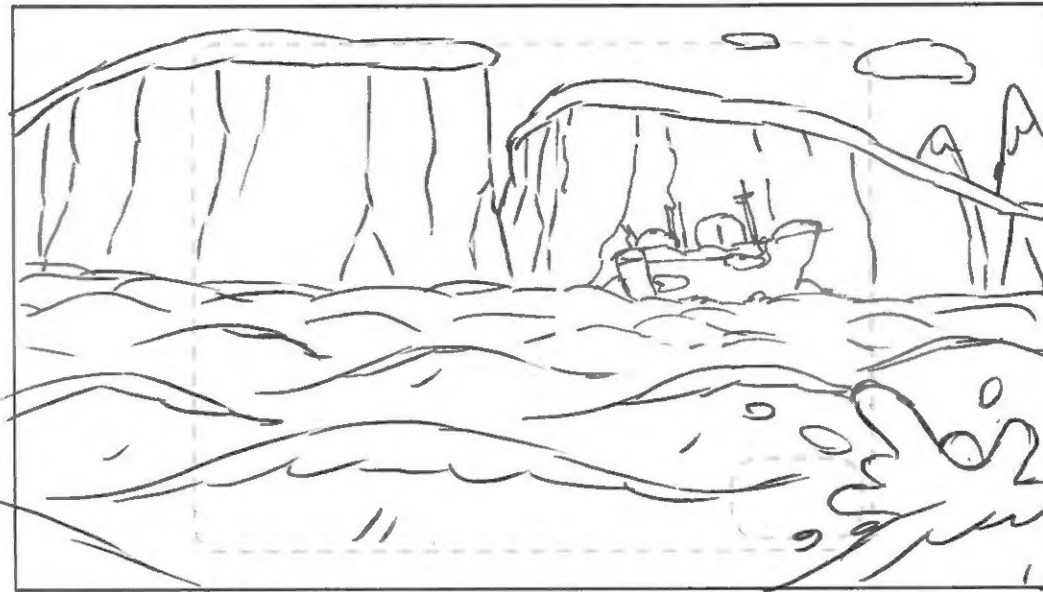


Sc. 001

Pnl. 2

Bg.

day night



Dialog:

Action:

Timing:



EPISODE # 1042-260

Production :

# ADVENTURE TIME



Page 006

Sc. 001

Pnl. L

Bg.

day night

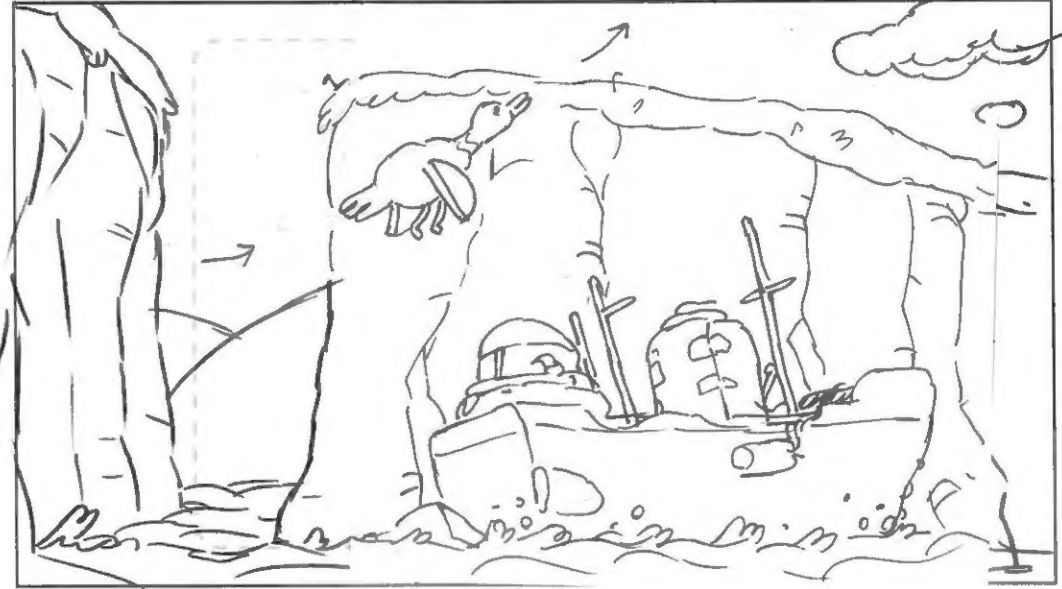


Sc. 001

Pnl. L

Bg.

day night



Dialog:

Action:

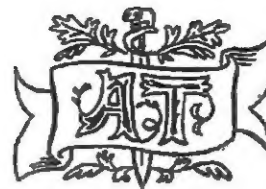
-CANDY DUCK FLIES ON/S.

Timing:

EPISODE # 1042-260

Production :

ADVENTURE TIME

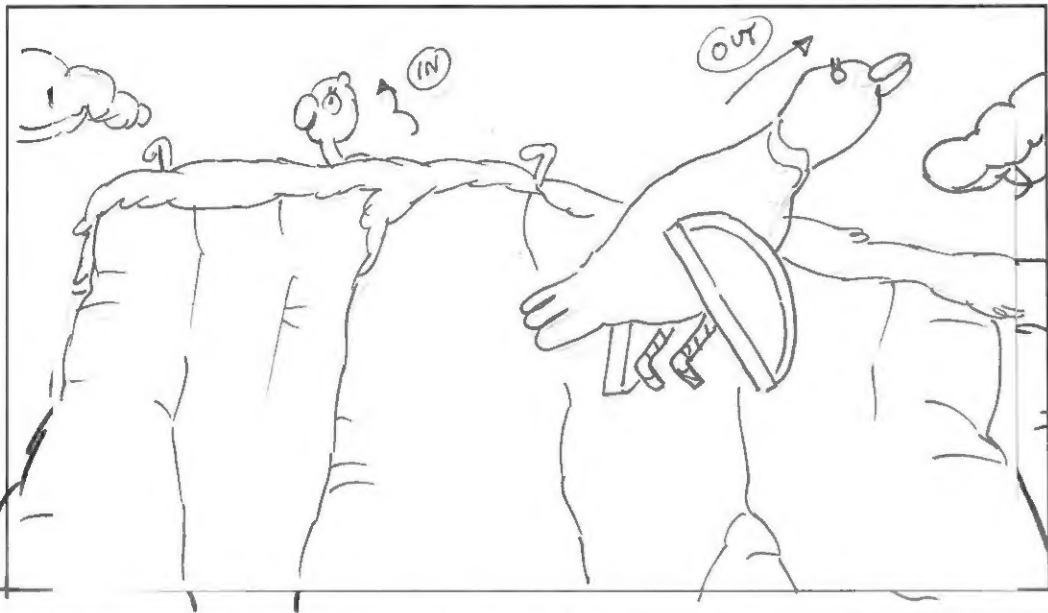


Sc. 001

Pnl. M

Bg.

day night

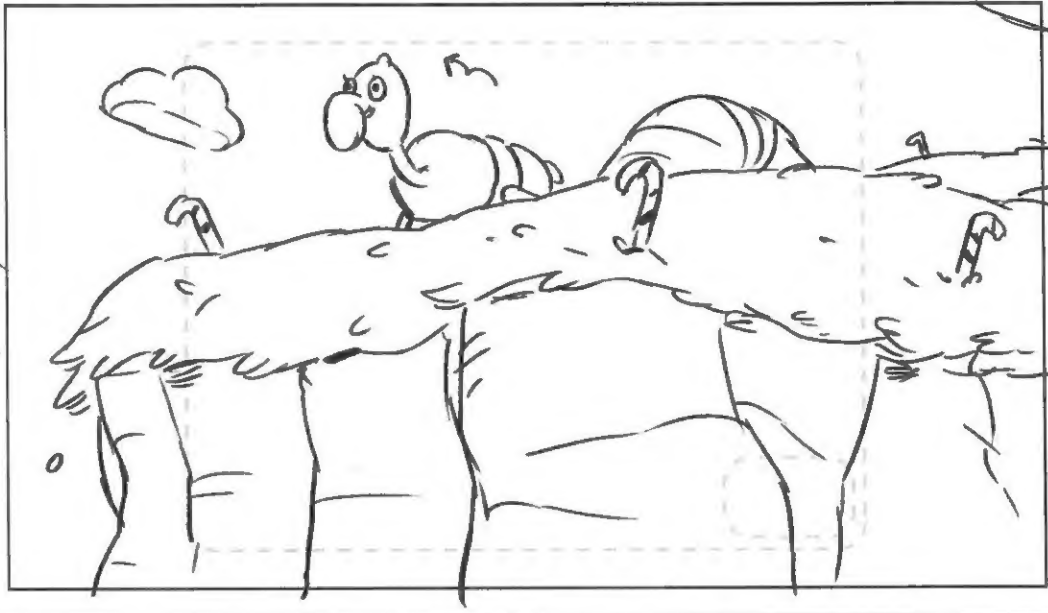


Sc. 001

Pnl. N

Bg.

day night



Dialog:	
Action:	-CANDY DUCK FLIES OFF/S.
	-LEMONGRAB'S CAMEL PULLS WAGON ON/S
Timing:	

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Production :



ADVENTURE TIME



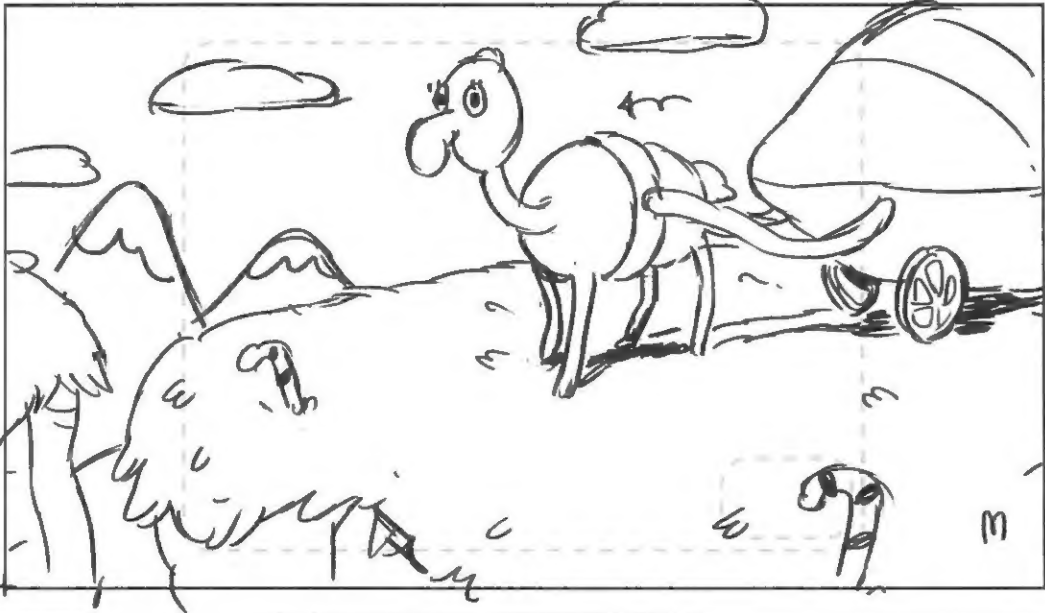
Page 008

Sc. 001

Pnl. 0

Bg.

day night

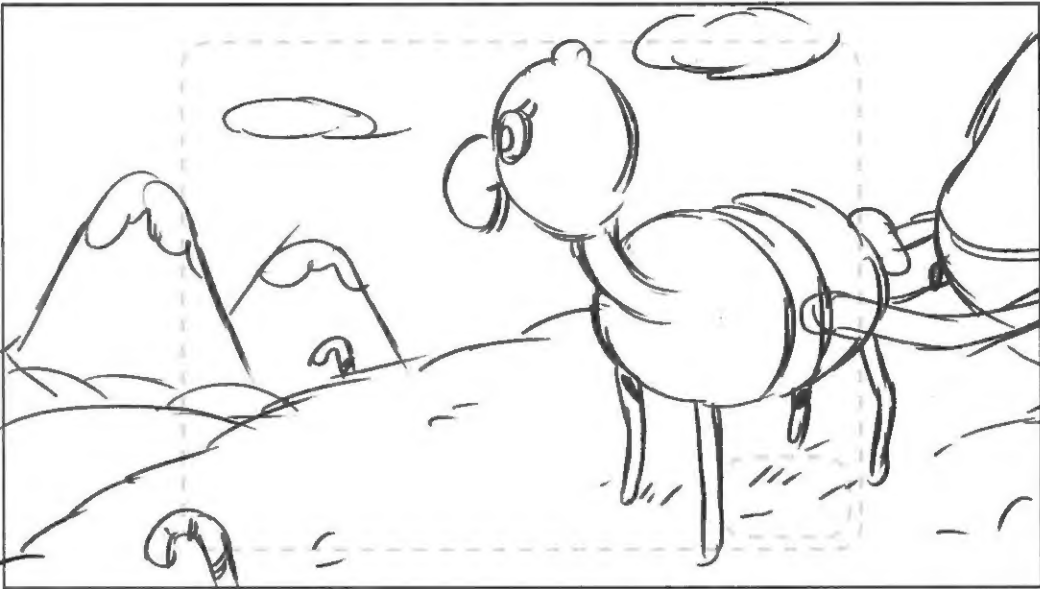


Sc. 001

Pnl. P

Bg.

day night



Dialog:	
Action:	- CAMEL TURNS HEAD.
Timing:	

EPISODE # 1042-260

Production :

ADVENTURE TIME



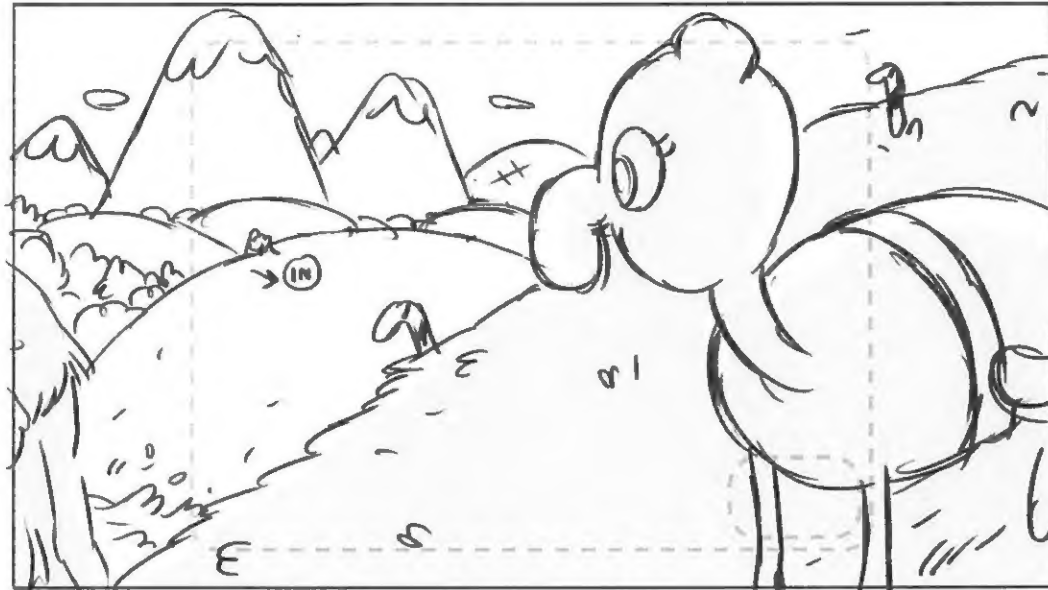
Page 009

Sc. 001

Pnl. Q

Bg.

day night

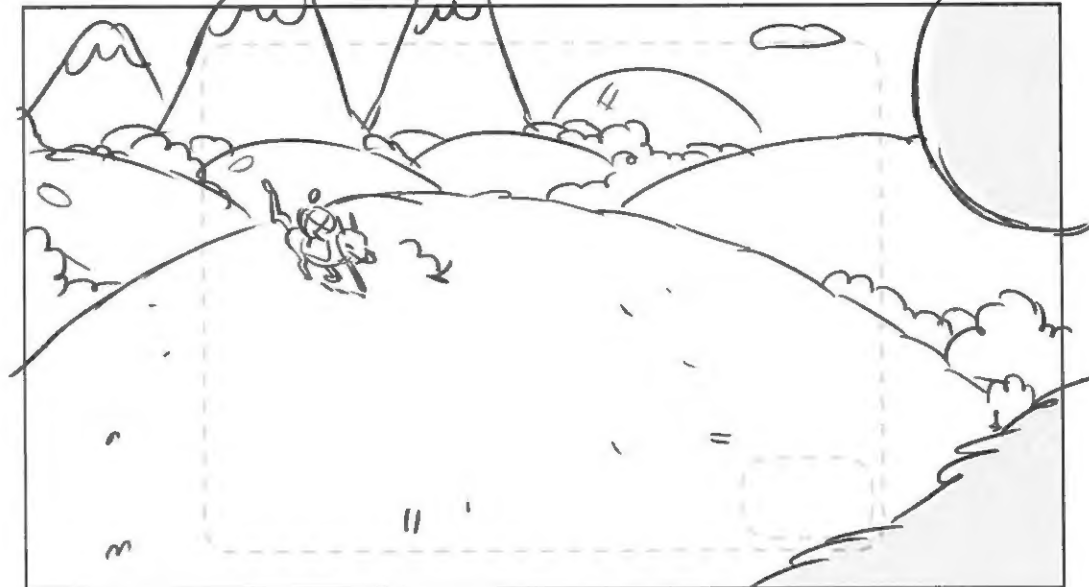


Sc. 001

Pnl. R

Bg.

day night



Dialog:

Action:

- CINNAMON BUN RIDES FIRE WOLF OVER HILL.

Timing:

EPISODE # 1042-260

Production :

ADVENTURE TIME

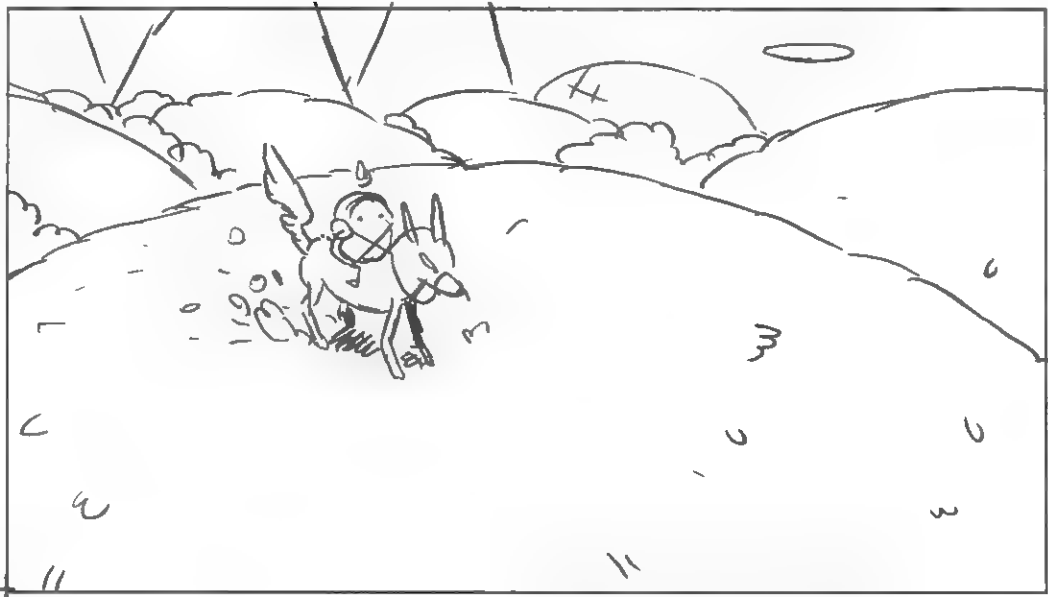


Sc. 001

Pnl. S

Bg.

day night

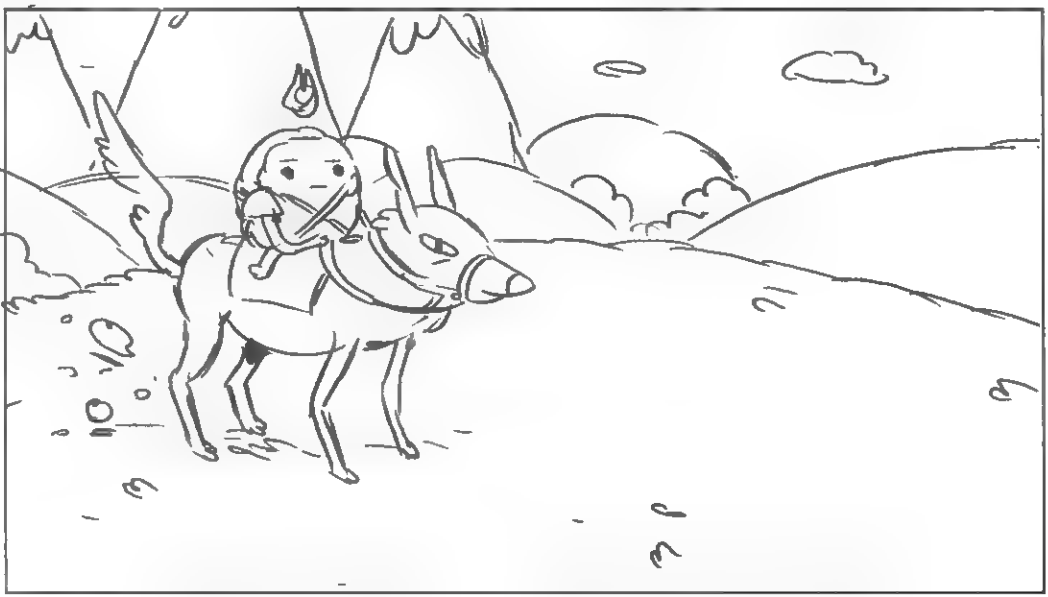


Sc. 001

Pnl. T

Bg.

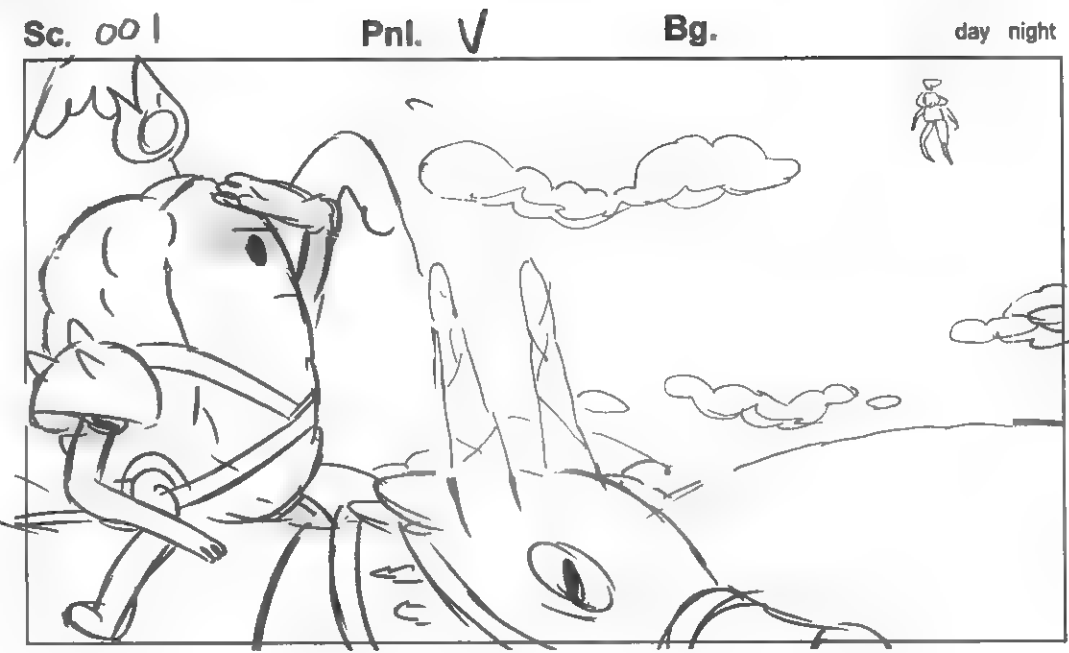
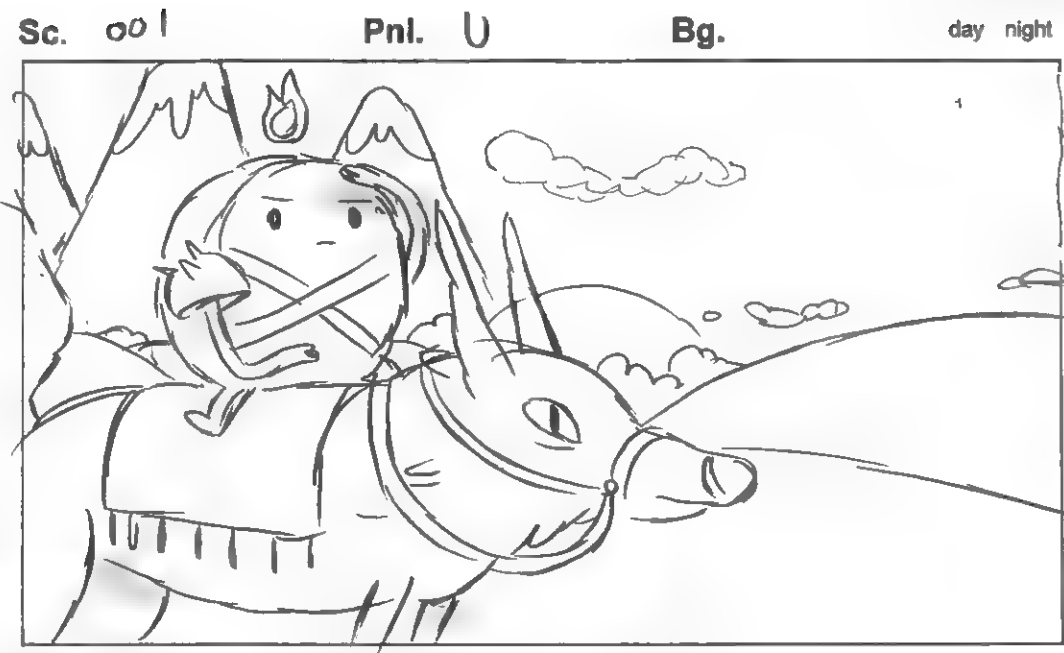
day night



Dialog:
Action: -CB+ WOLF STOP.
Timing:

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ADVENTURE TIME



Dialog:	
Action:      -CB SHADES EYES.	-CB TURNS. -PATIENCE (W/ PROPELLER BEANIE) HOVERS IN AIR.
Timing:	

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Production :

ADVENTURE TIME



Page 012

Sc. 001

Pnl. W

Bg.

day night



Sc. 001

Pnl. X

Bg.

day night



Dialog:	
Action:	-PATIENCE RAISES HANDS.
Timing:	-PATIENCE TURNS.

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Production :

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# ADVENTURE TIME

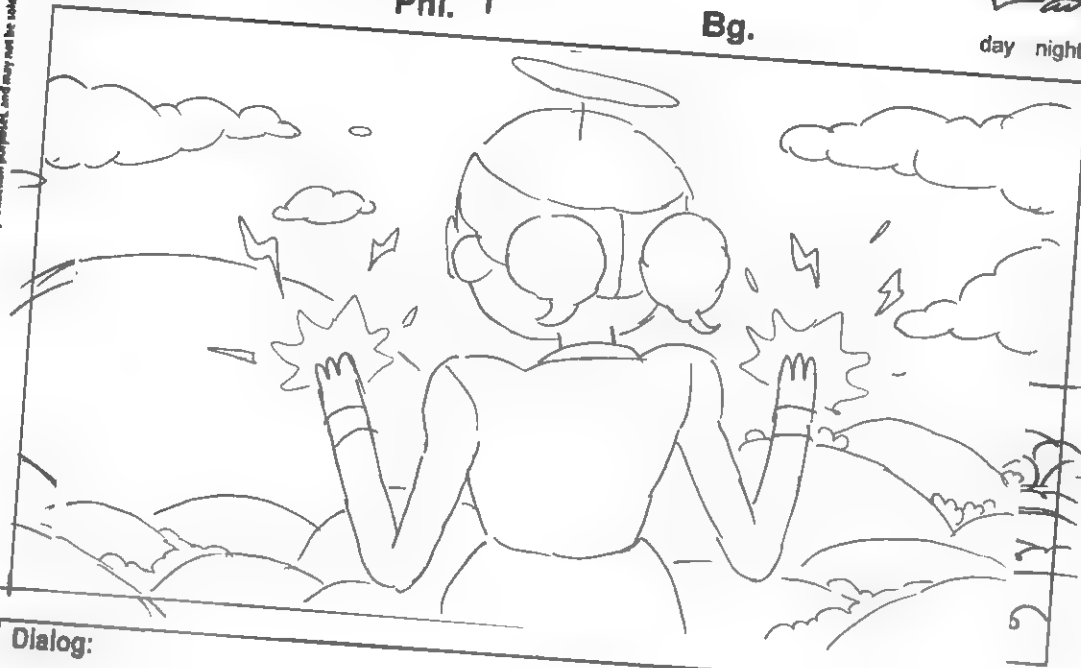


Sc. 001

Pnl. 1

Bg.

day night



Sc. 001

Pnl. 2

Bg.

Page 013

day night



Dialog:

Action:

Timing:

EPISODE # 1042-260

roduction :

# ADVENTURE TIME



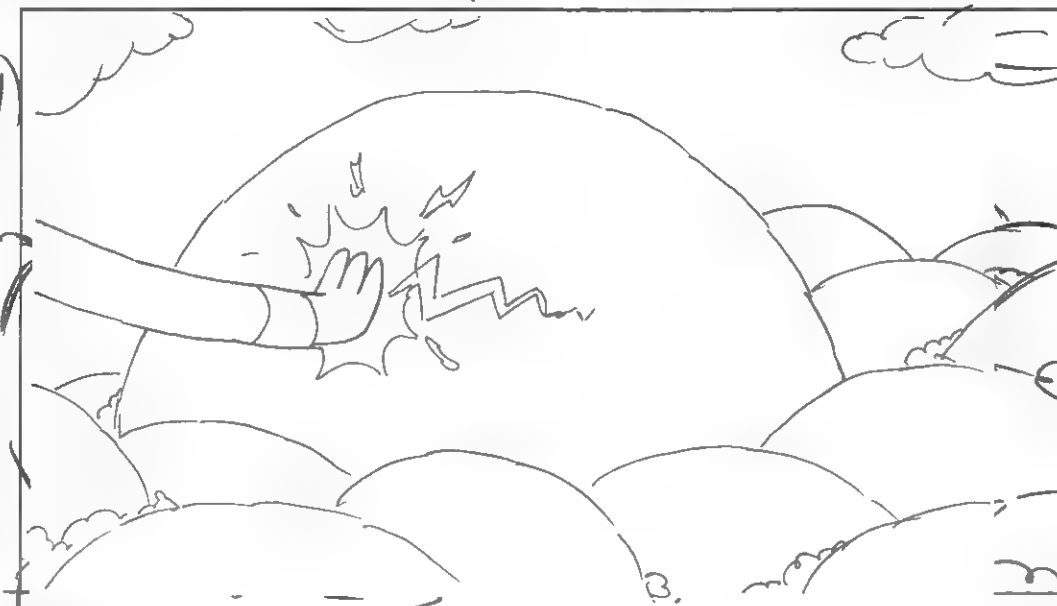
Page 014

Sc. 001

Pnl. AA

Bg.

day night

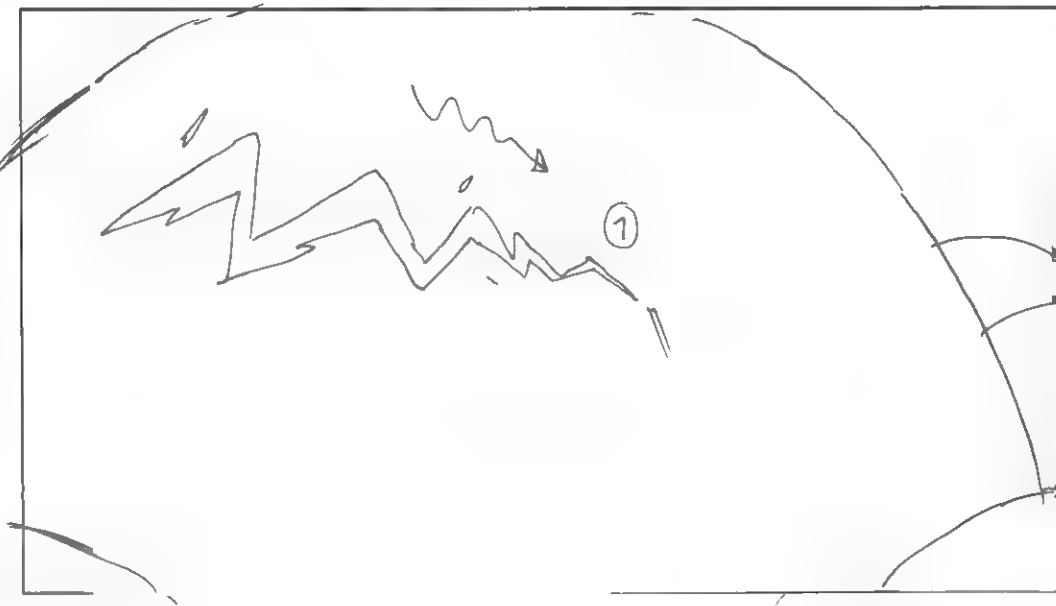


Sc. 001

Pnl. BB

Bg.

day night



Dialog:

Action:

-PATIENCE FIRES ICE BOLT  
AT ICE DOME / FORMS HOLE.

Timing:



EPISODE # 1042-260

Production :

# ADVENTURE TIME



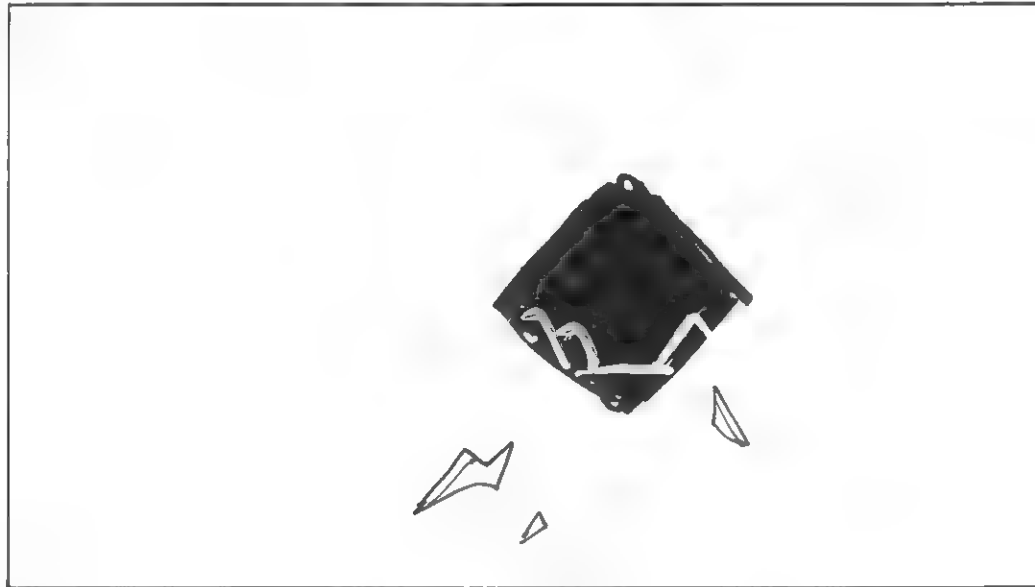
Page 015

Sc. 001

Pnl. CC

Bg.

day night

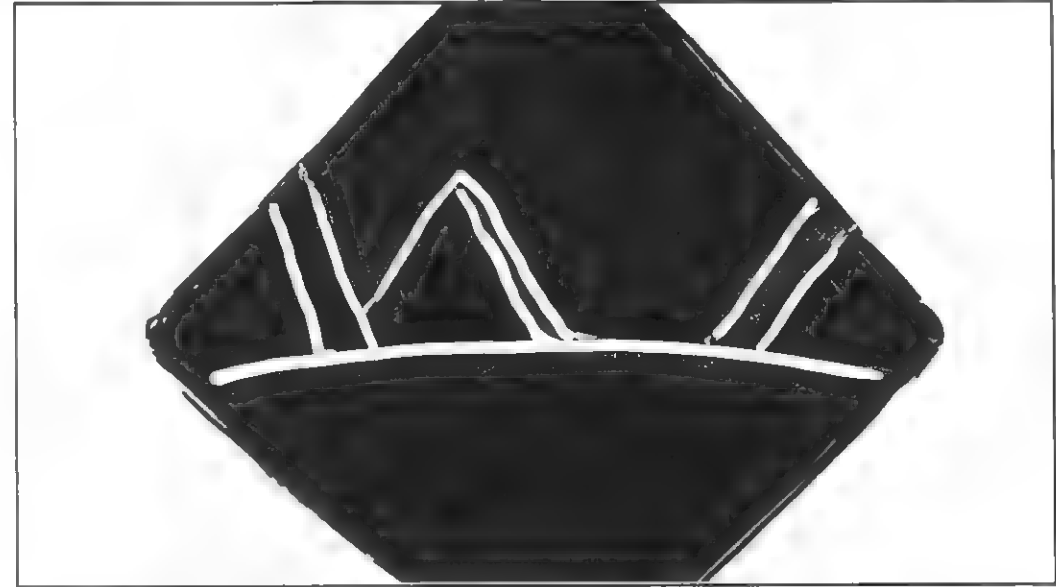


Sc. 001

Pnl. DD

Bg.

day night



Dialog:

THESE SHAPES  
SHOULD BE  
VAGUE  
/SILHOUETTES

Action:

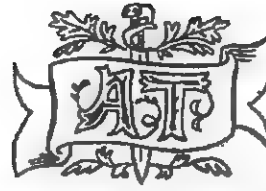
Timing:

EPISODE # 1042-260

Production :



# ADVENTURE TIME



Page 016

Sc. 001

Pnl. EE

Bg.

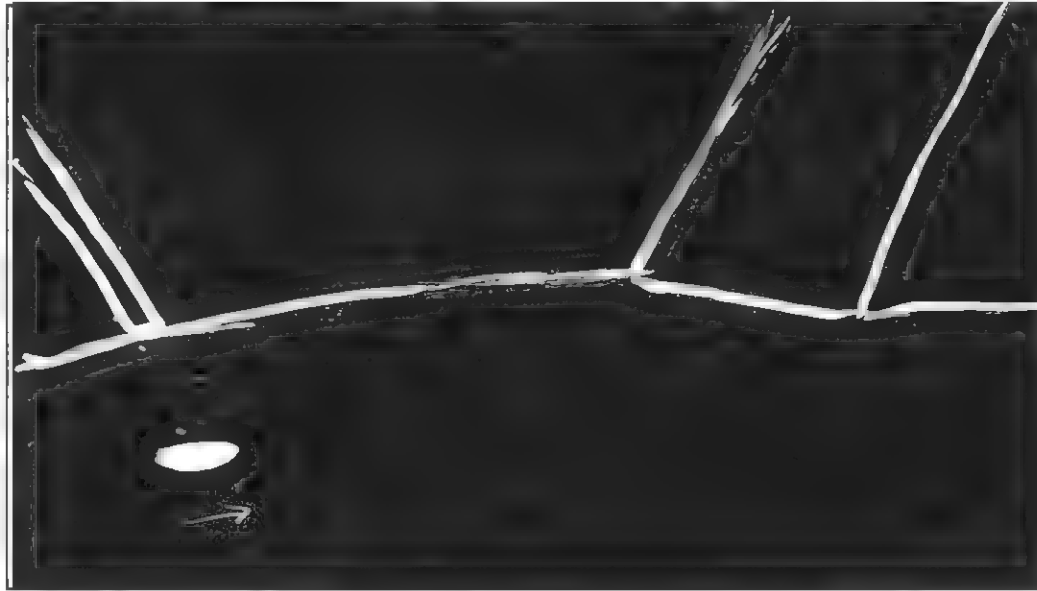
day night

Sc. 001

Pnk FF

Bg.

day night



Dialog:

Action:

-BEAM OF LIGHT TRAVELS ACROSS GROUND.

Timing:

EPISODE # 1042-260

Production :

ADVENTURE TIME



Sc. 001

Pnl. GG

Bg.

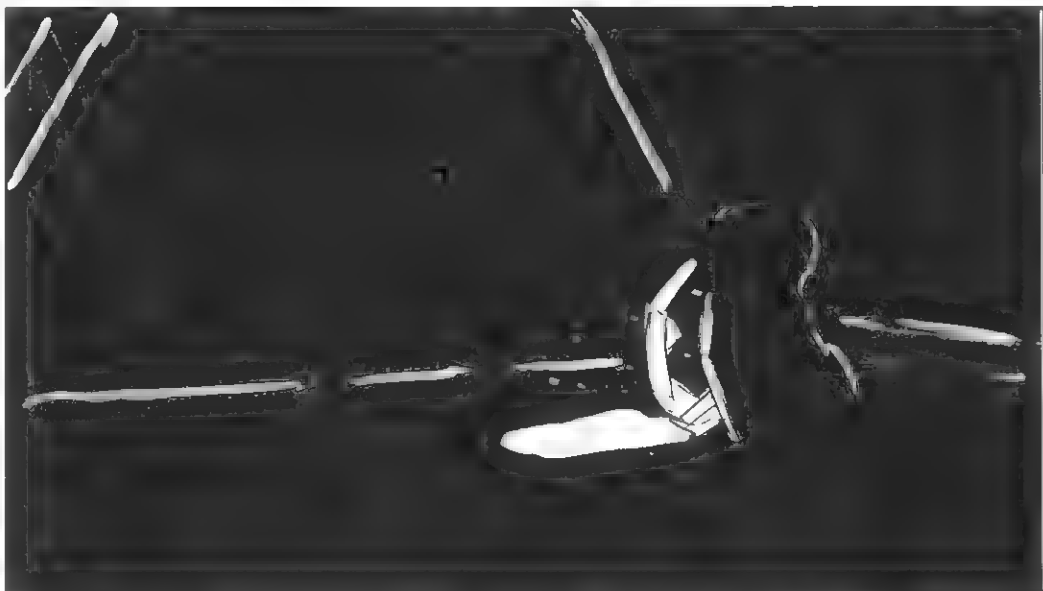
day night

Sc. 001

Pnl. HH

Bg.

day night



Dialog:

Action:

-BEAM OF LIGHT ILLUMINATES ICE GOLEM.

Timing:

EPISODE # 1042-260

Production :

ADVENTURE TIME



Sc. 001

Pnl. 11

Bg.

day night

Sc. 001

Pnl. 11

Bg.

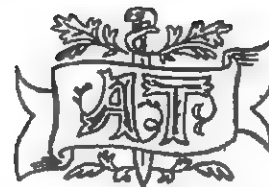
day night



Dialog:
Action:
Timing:

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ADVENTURE TIME



Sc. 001

Pnl. KK

Bg.

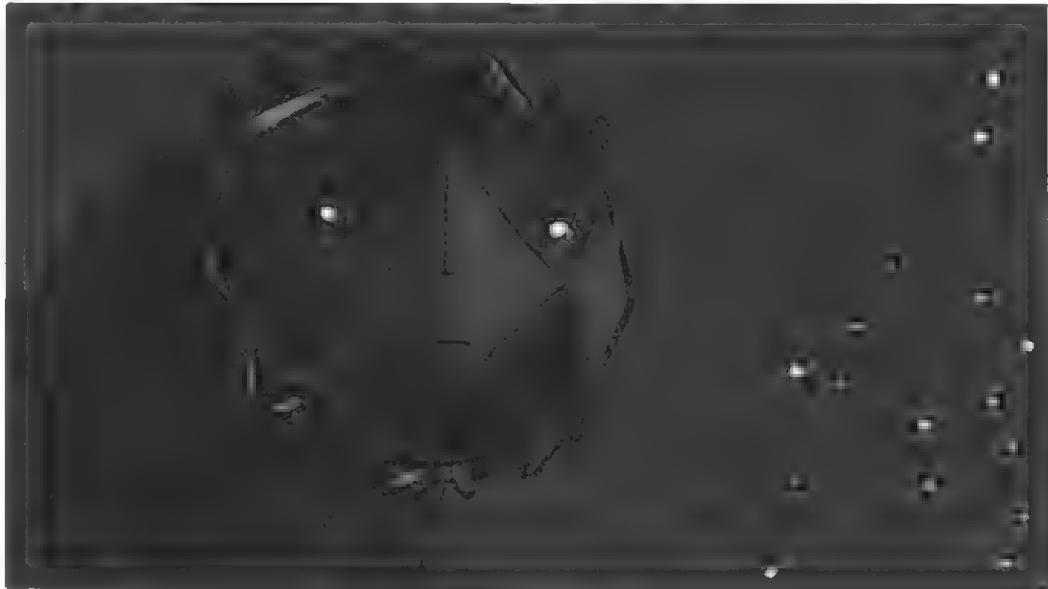
day night

Sc. 001

Pnl. LL

Bg.

day night

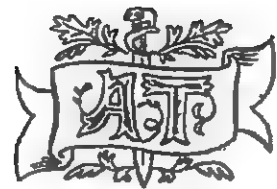


Dialog:
Action:
Timing:

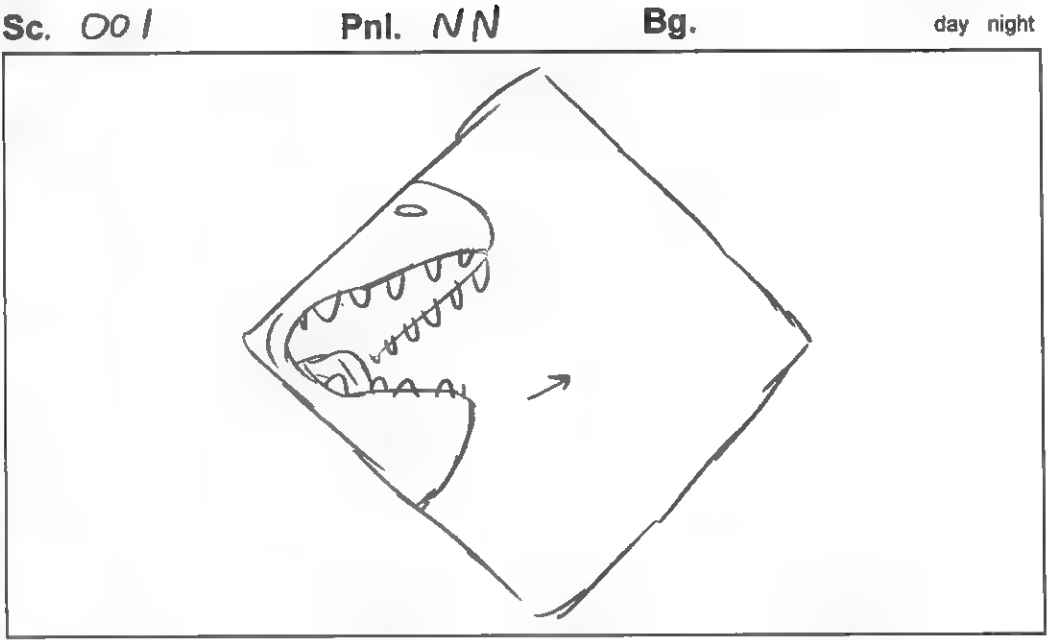
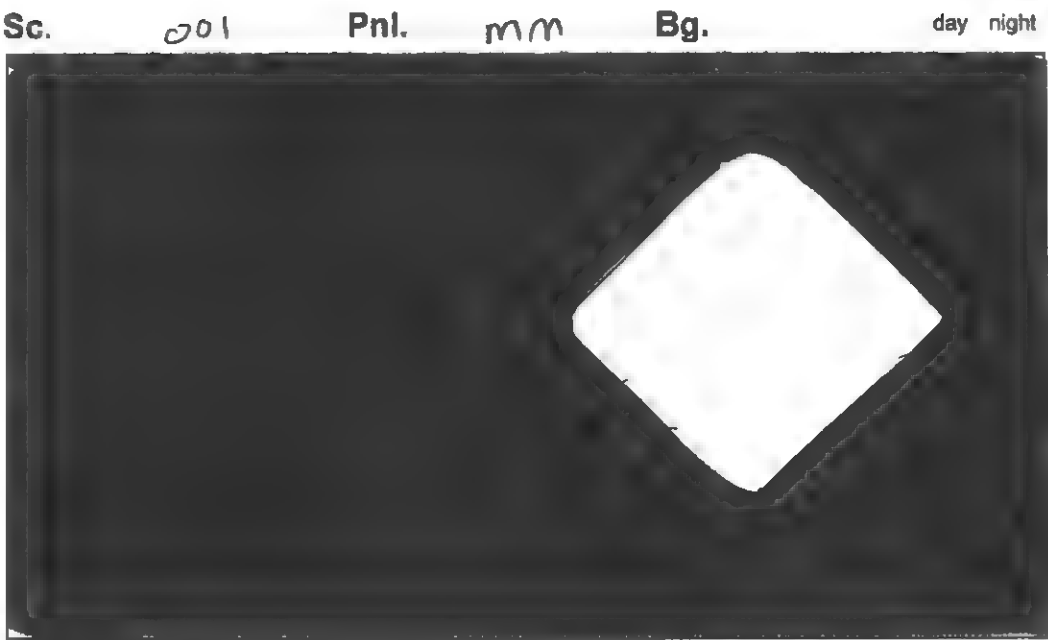
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Production :

ADVENTURE TIME



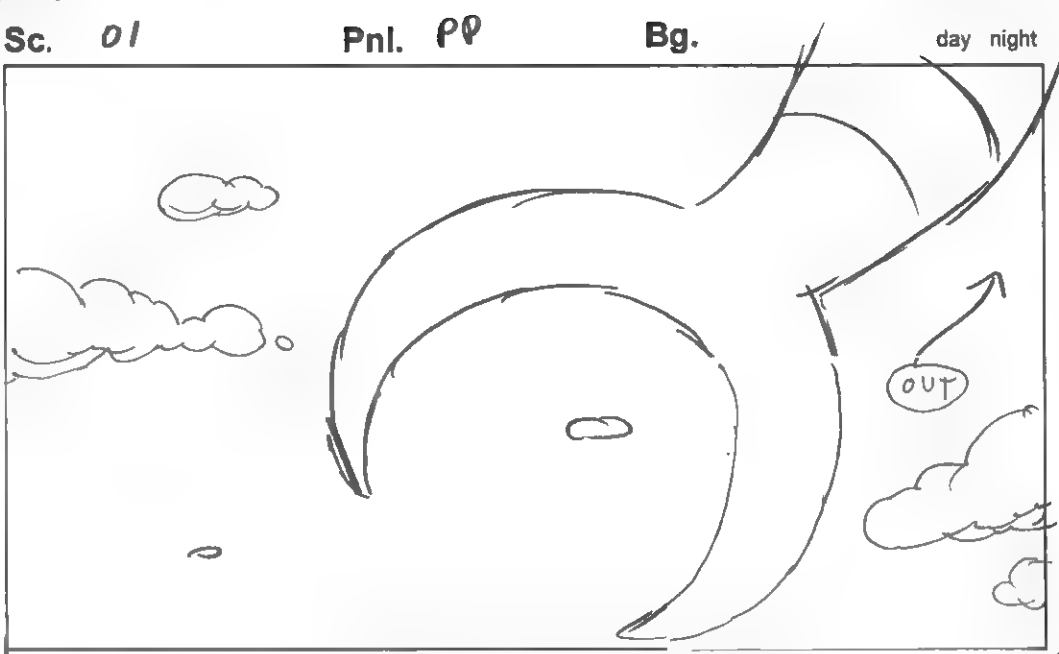
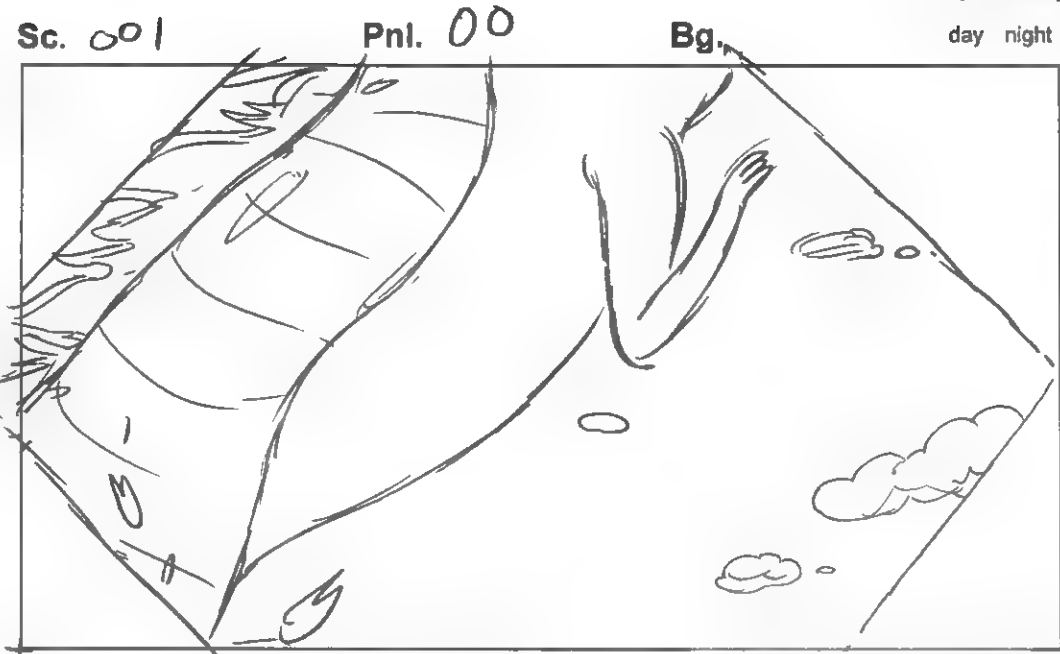
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Dialog:	
Action:	- FLAME PRINCESS DRAGON FLIES ON/S.
Timing:	

EPISODE # 1042-260  
Production :

ADVENTURE TIME

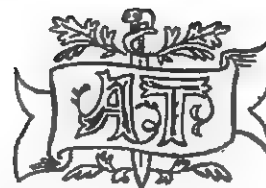


Dialog:	
Action:	-FP DRAGON CONTINUES PAST CAMERA.
Timing:	

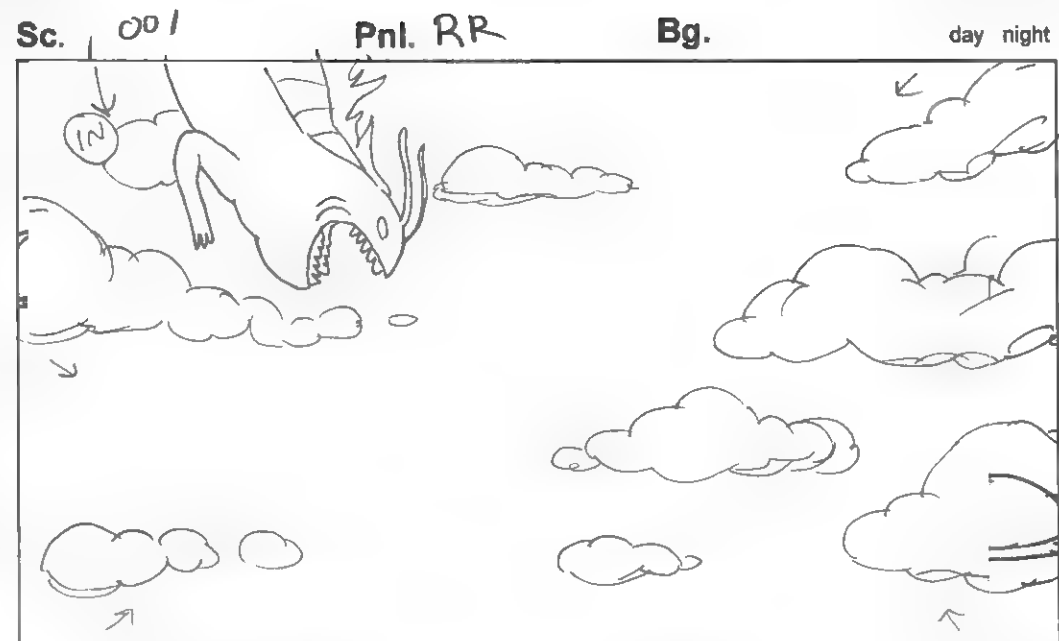
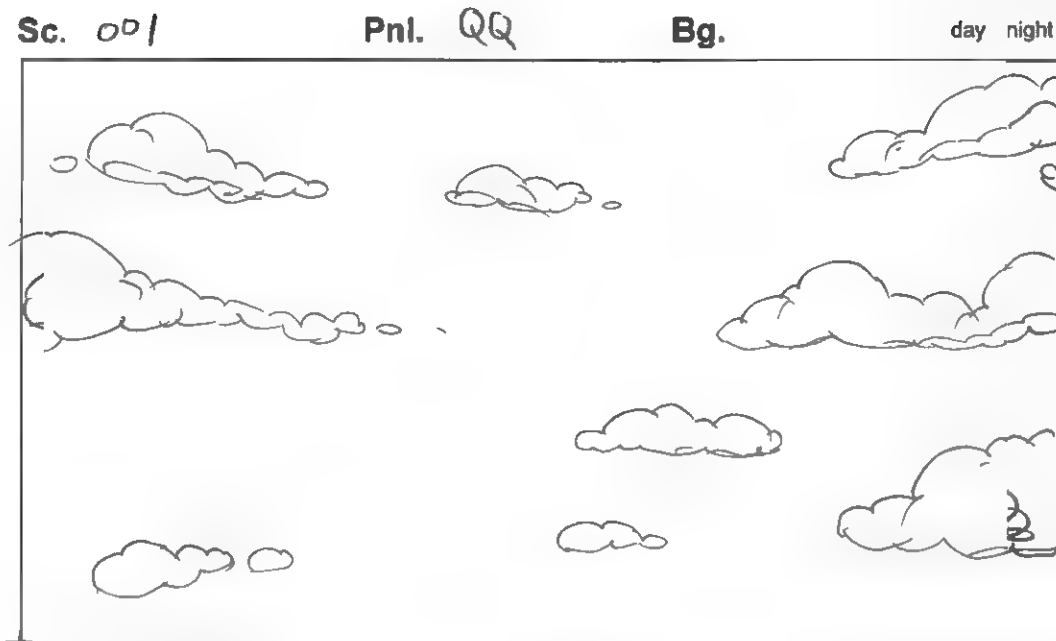
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Production :

ADVENTURE TIME



Page 022



Dialog:	
Action:	-FP DRAGON swoops on/s.
Timing:	

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Production :

ADVENTURE TIME



Sc. 001

Pnl. 55

Bg.

day night

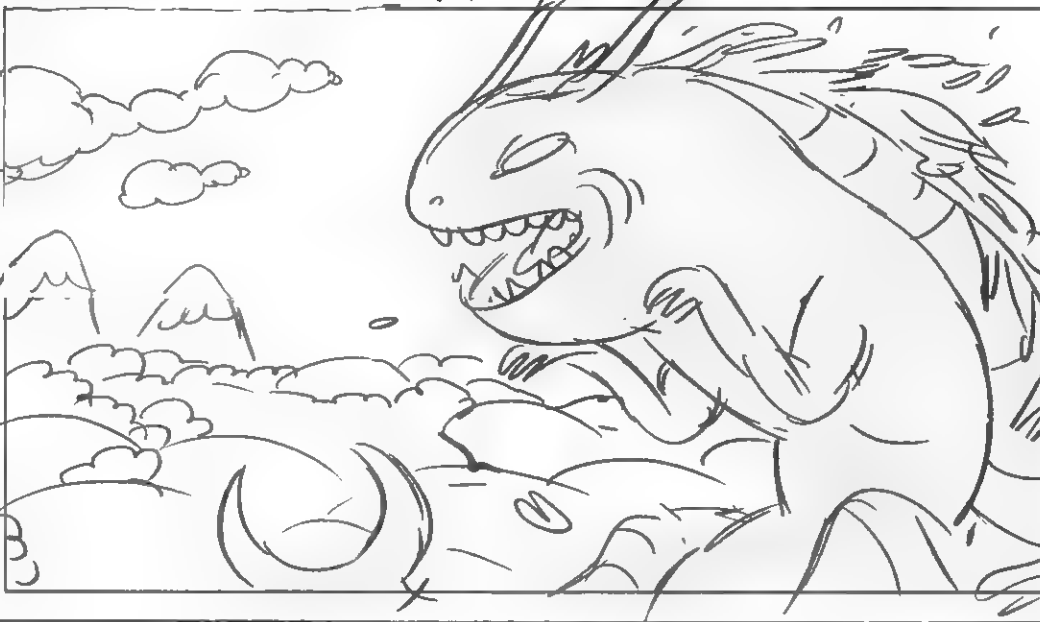


Sc. 001

Pnl. TT

Bg.

day night



Dialog:
Action:
Timing:

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EPISODE # 1042-260  
Production :



# ADVENTURE TIME



Page 024

Sc. 001

Pnl. UU

Bg.

day night

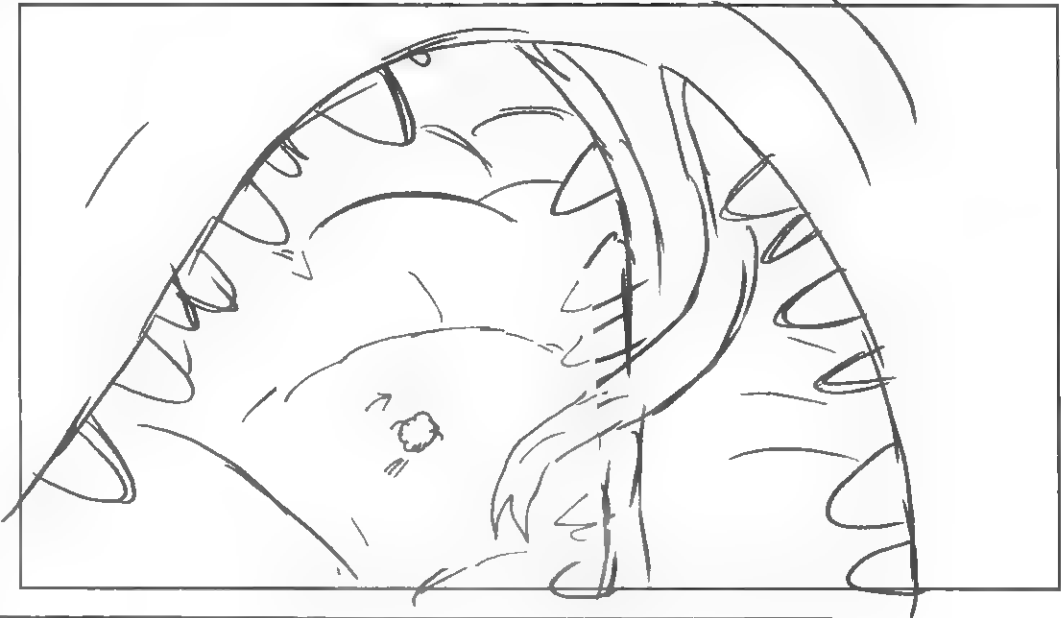


Sc. 001

Pnl. VV

Bg.

day night



Dialog:

Action:

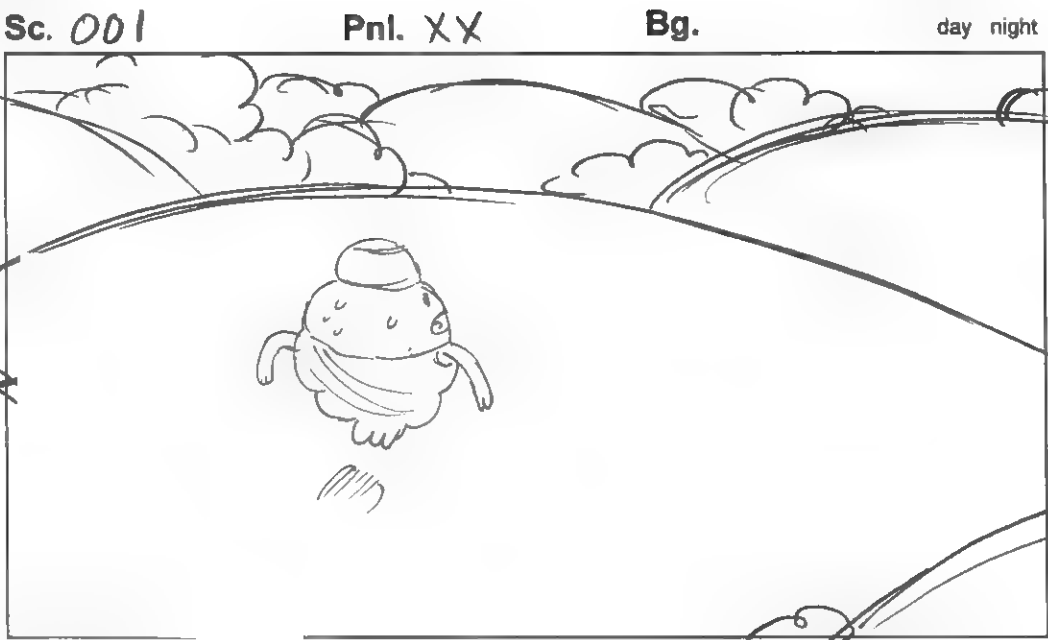
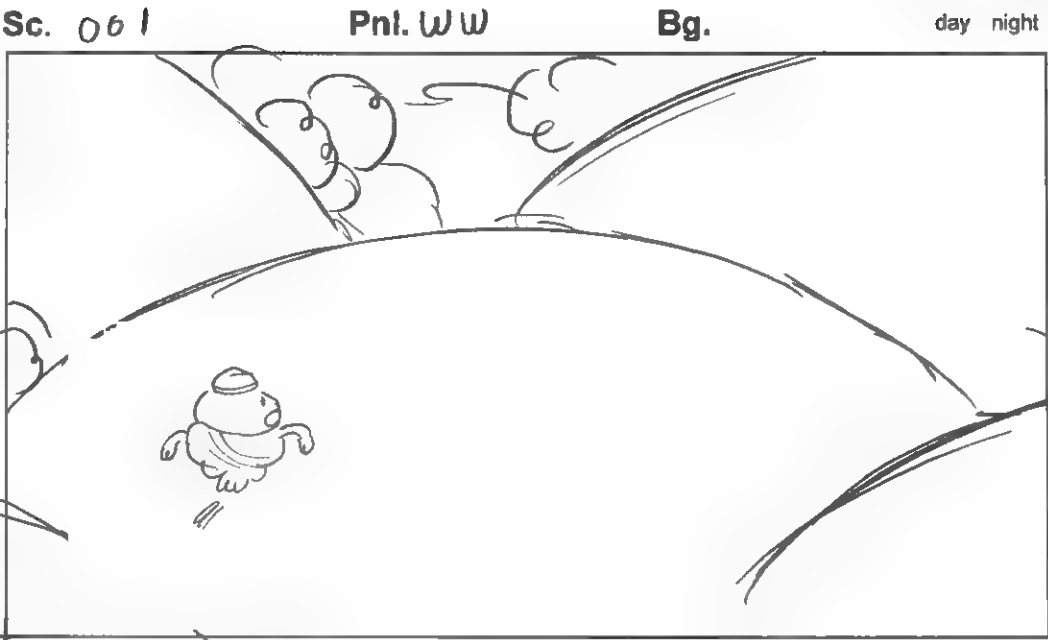
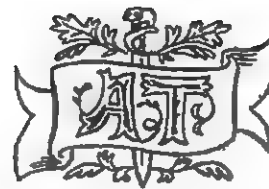
- CAM FLIES BETWEEN FP DRAGON'S JAWS.
- LSP "RUNS" INTO VIEW.

Timing:

EPISODE # 1042-260

Production :

ADVENTURE TIME



EPISODE # 1042-260

Dialog:	
Action:	LSP WEARING OUTFIT FROM "SLIME PRINCESS" CENTRAL
Timing:	

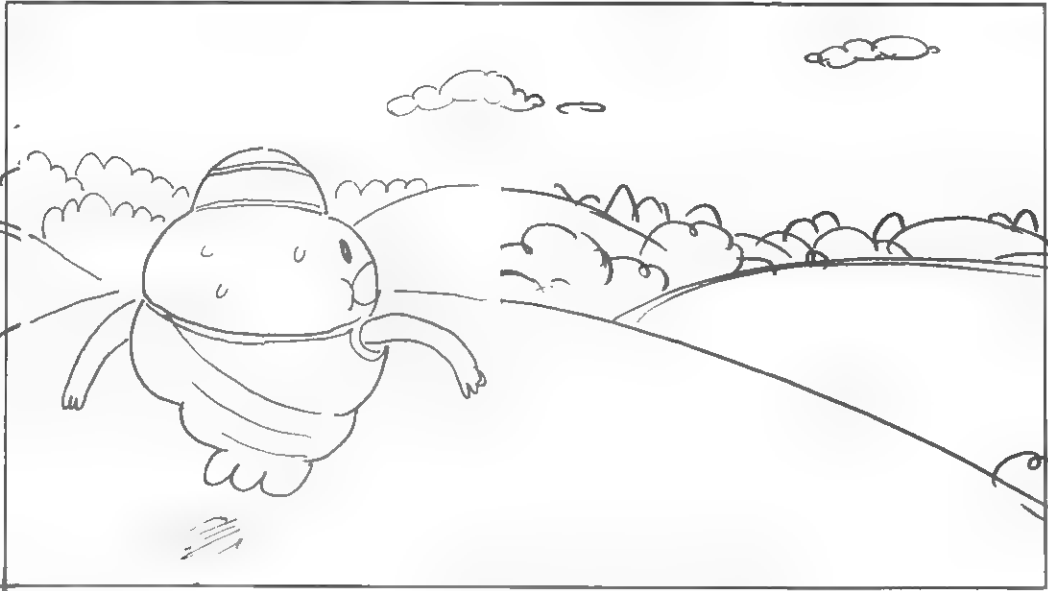
Production :

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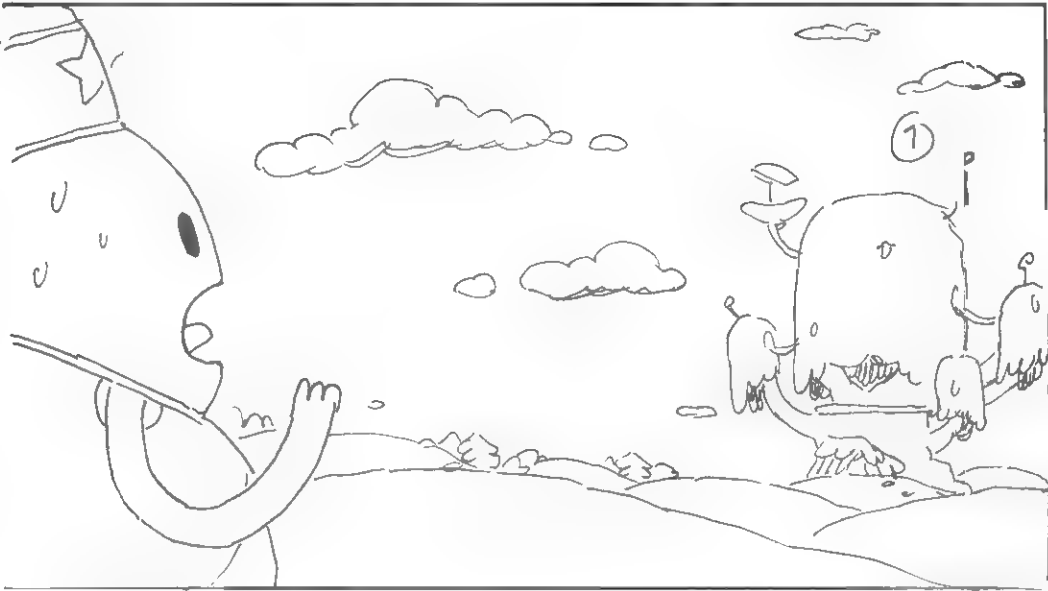
ADVENTURE TIME



Sc. 001 Pnl. 44 Bg. day night



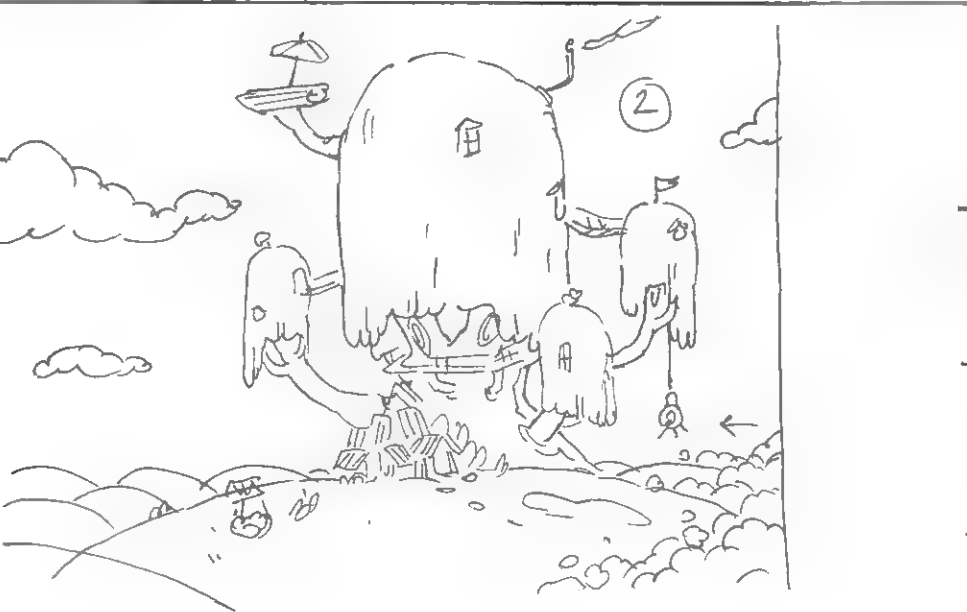
Sc. 001 Pnl. 22 Bg. day night



Dialog:

Action: - CANDY TRANSFORMATION  
WAVE APPROACHES  
TREE HOUSE.

Timing:



EPISODE 1042-260

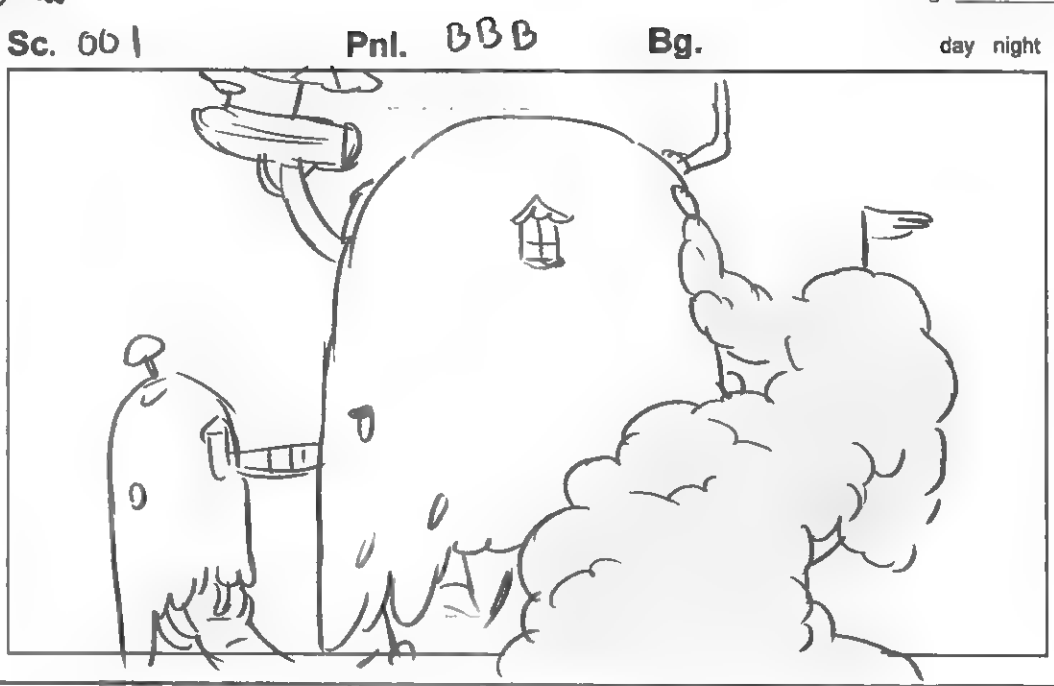
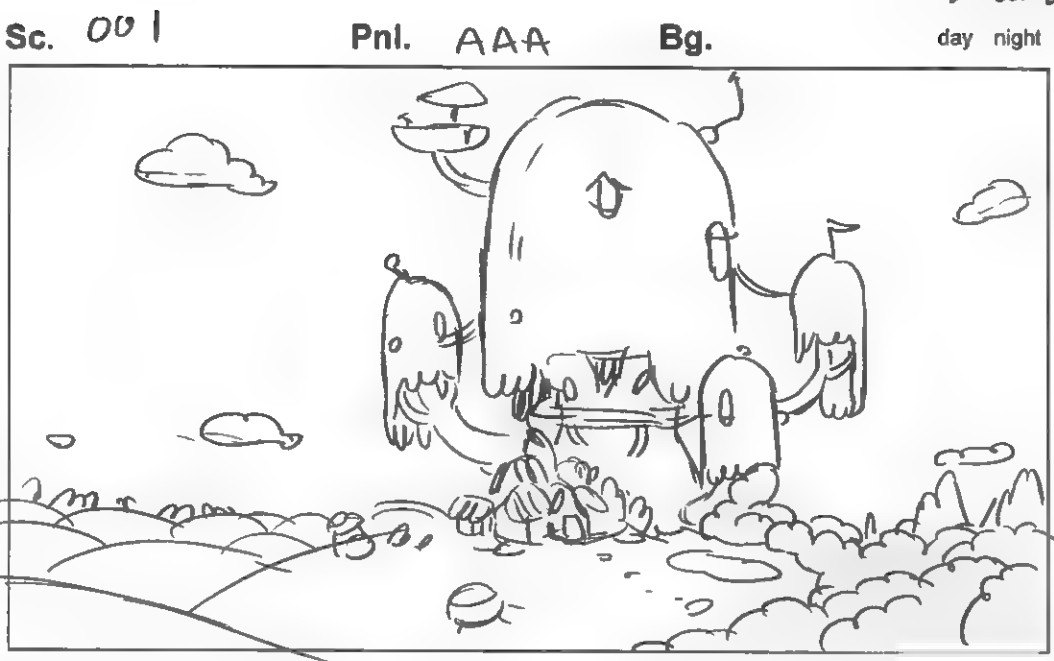
Production :

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ADVENTURE TIME



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Dialog:	
Action:	-CANDY TRANSFORMATION OVERTAKES TREEHOUSE.
Timing:	

EPISODE # 1042-260  
Production :

ADVENTURE TIME



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Sc. 001

Pnl. CCC

Bg.

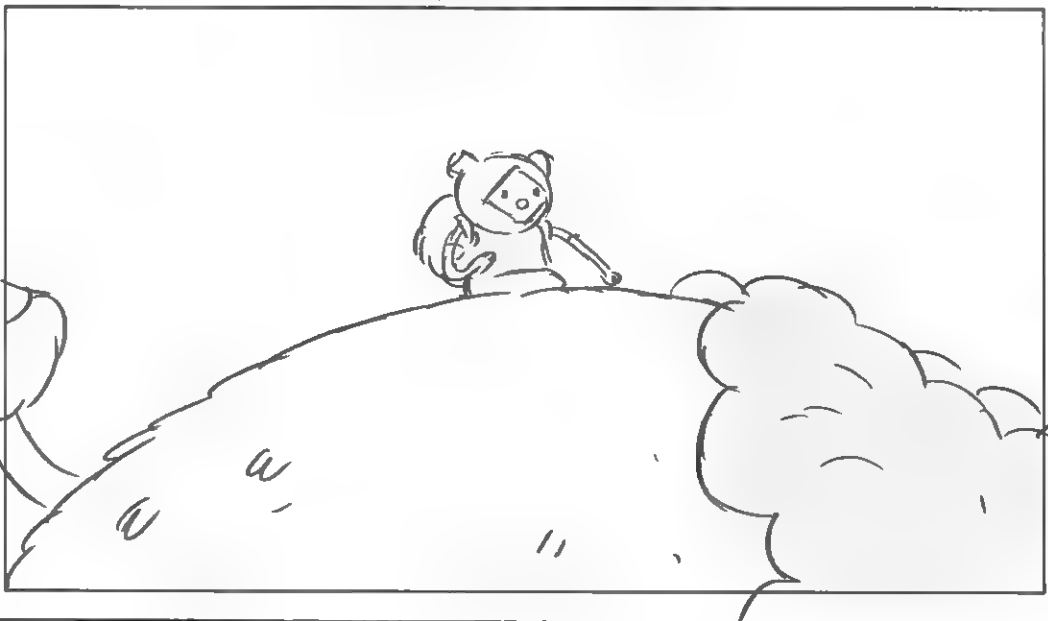
day night

Sc. 061

Pnl. DDD

Bg.

day night



Dialog:

Action:

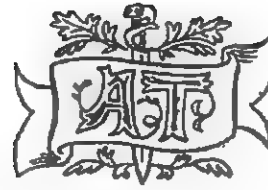
-FERN CLIMBS INTO VIEW.

Timing:

EPISODE 1042-260

Production :

# ADVENTURE TIME



Page 029 A

Sc. 001

Pnl. EEE

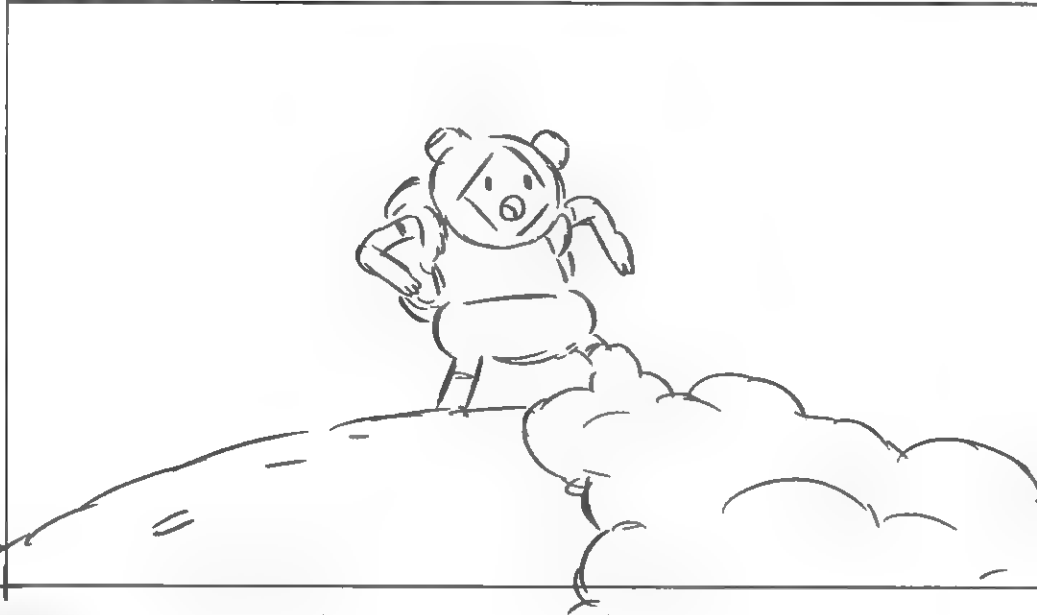
Bg.

day night

Sc. 001

Pnl. FFF A Bg.

day night



Dialog:

Action:

- CANDY TRANSFORMATION OVERTAKES FERN.

Timing:

EPISODE # 1042-260

Production :

# ADVENTURE TIME



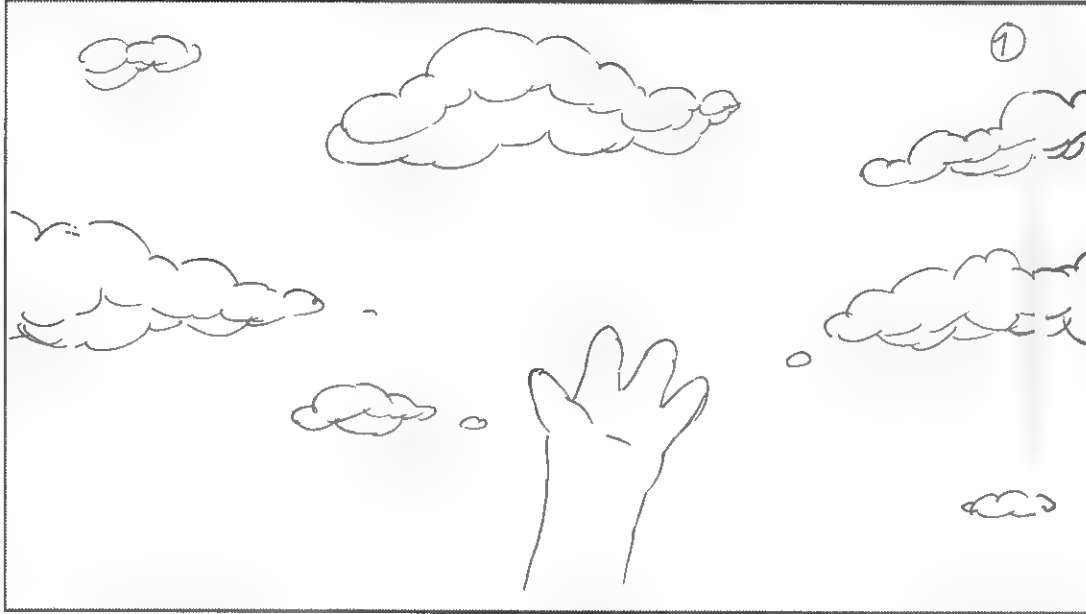
Page 029 B

Sc. 001

Pnl. FPF 00

Bg.

day night

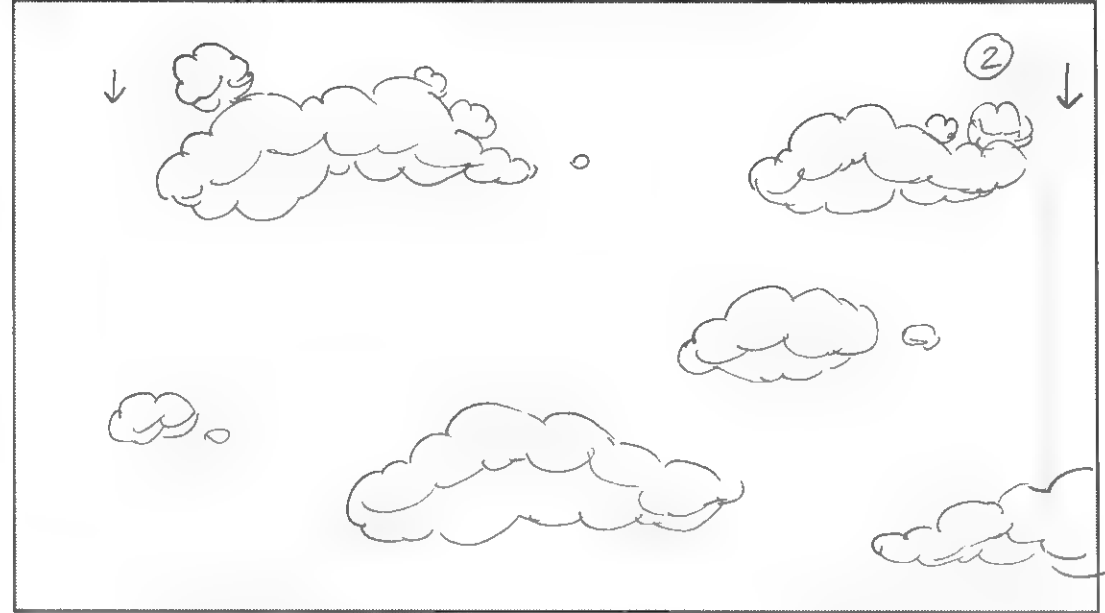


Sc.

Pnl. FFF 01

Bg.

day night



Dialog:

Action:

- CAMERA SWOOPS UP TOWARDS CLOUDS,

Timing:

EPISODE #

Production :

# ADVENTURE TIME



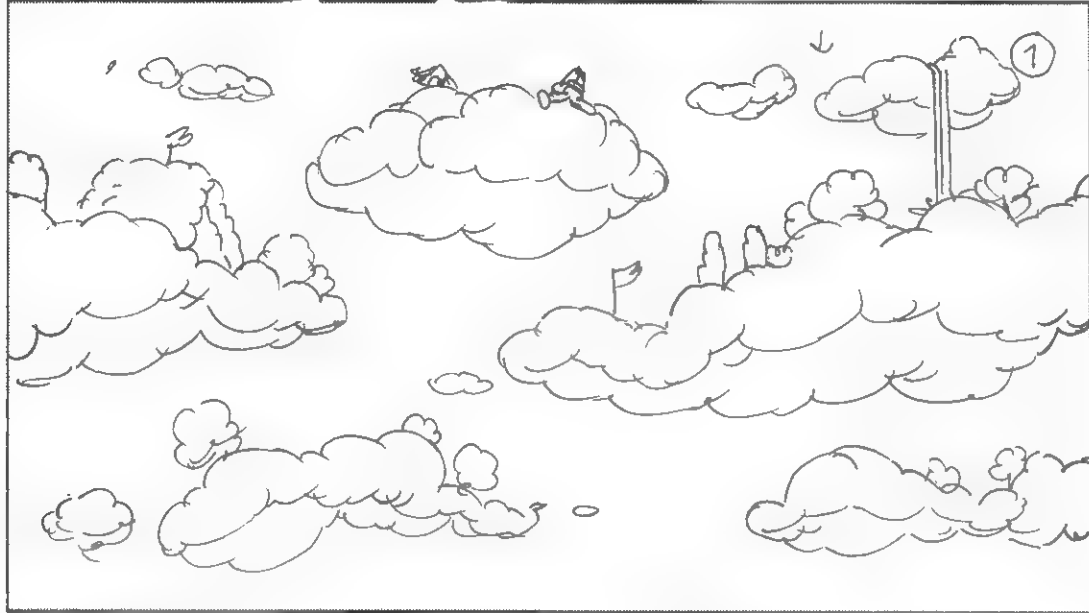
Page 030

Sc. 001

Pnl. G66

Bg.

day night



Sc. 001

Pnl. HHH

Bg.

day night



Dialog:

Action:

-BETTY LOOKS THROUGH TELESCOPE  
OVER THE EDGE OF CLOUD.

Timing:

EPISODE #

Production :



# ADVENTURE TIME



Page 031

Sc. 001

Pnl. 111

Bg.

day night

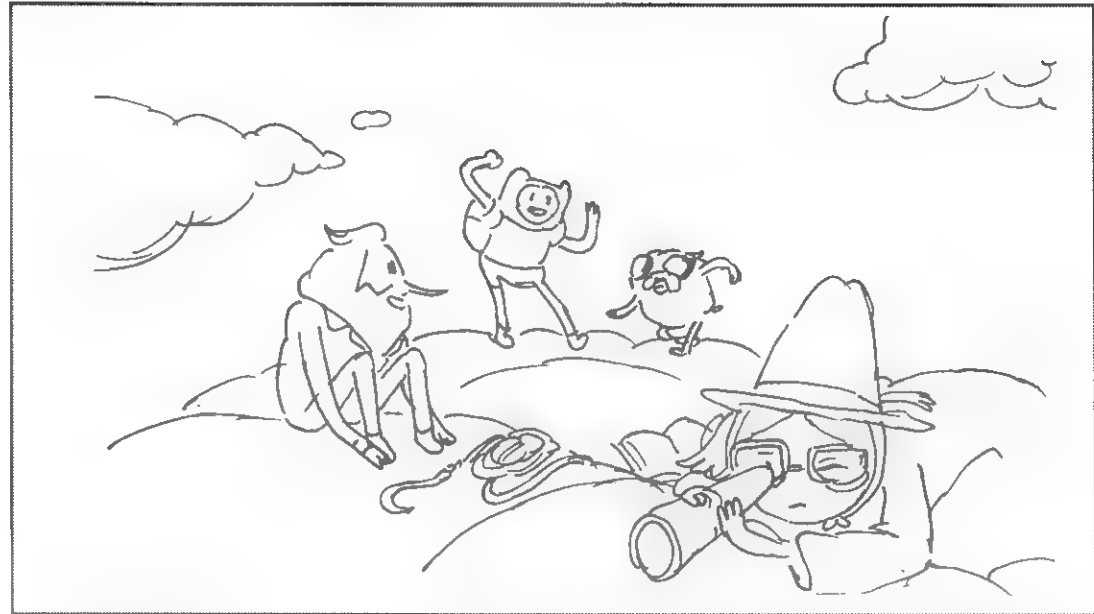


Sc. 001

Pnl. 111 A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE 1

Production :

# ADVENTURE TIME



Page 032

Sc. 001

Pnl. 333 B

Bg.

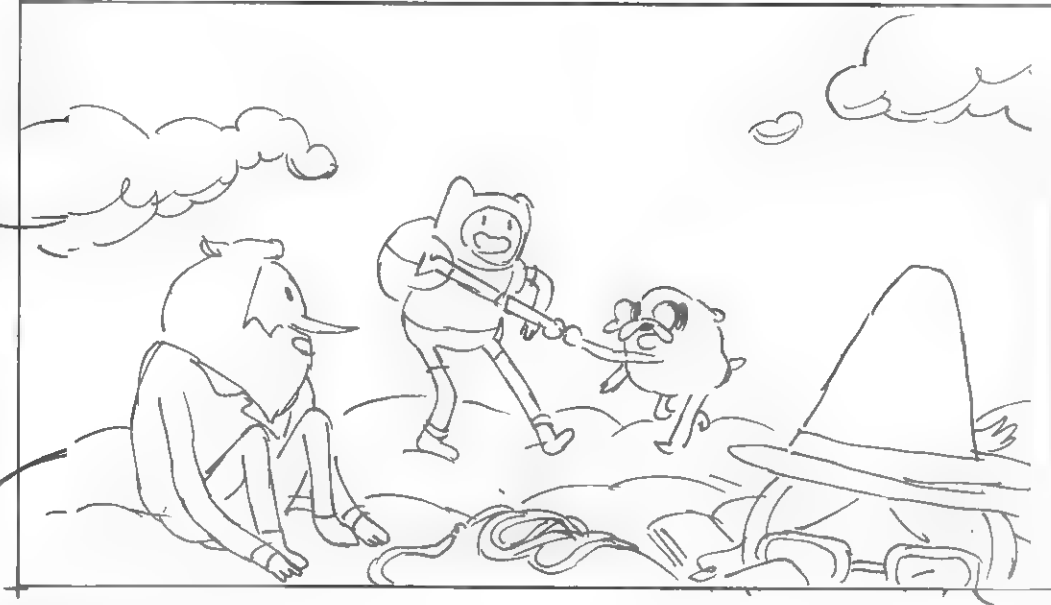
day night

Sc. 002

Pnl. A

Bg.

day night



Dialog:

SFX: \* BOOM! \*

PRINCESS  
BUBBLEGUM : ♪ ADVENTURE TIME ! ♪

Action:

Timing:

EPISODE # 1042-260

Production :

ADVENTURE TIME



Page 033

Sc. 002

Pnl. B

Bg.

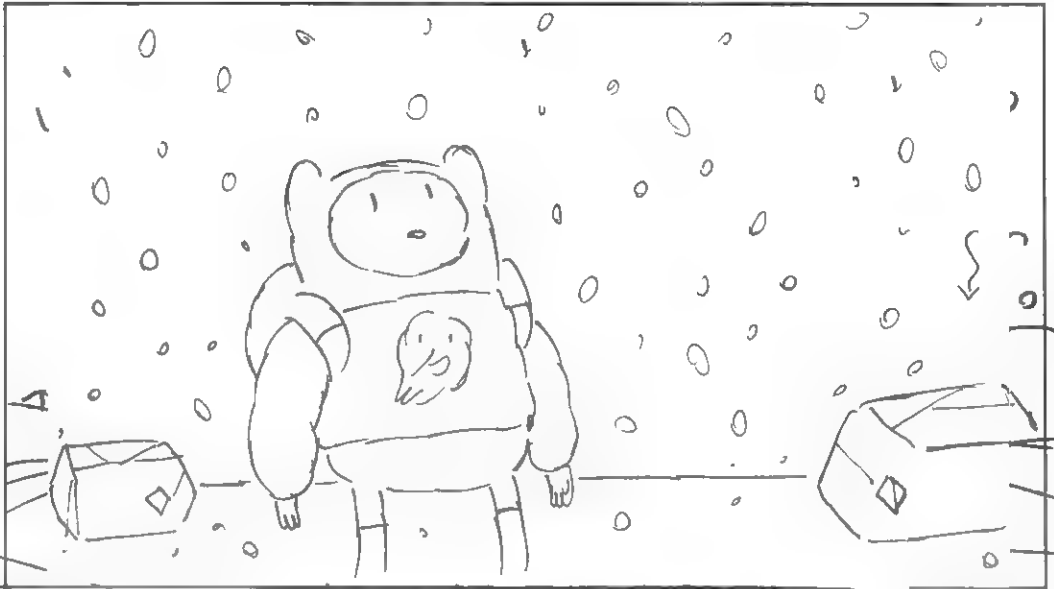
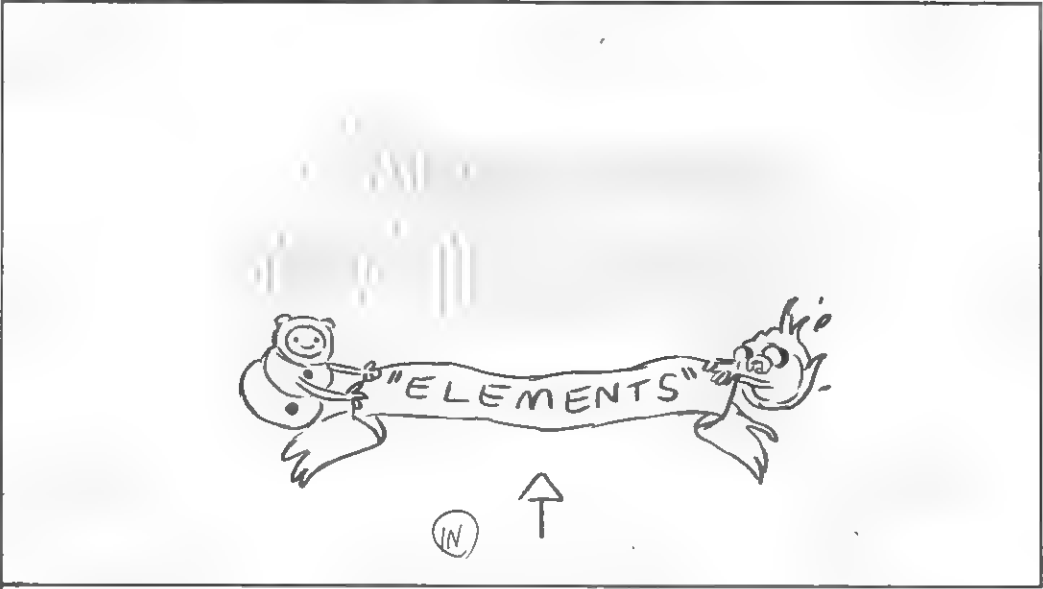
day night

Sc. 003

Pnl. A

Bg.

day night



Dialog:

PB: ♪ COME ON GRAB YOUR FRIENDS-

Action:

- SNOW FINN + FIRE JAKE  
CARRY BANNER ON/S.

FROZEN  
PENGUINS

Timing:

EPISODE # 1042-260

Production :

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# ADVENTURE TIME



Page 033A

Sc. 903

Pnl. B

Bg.

day night

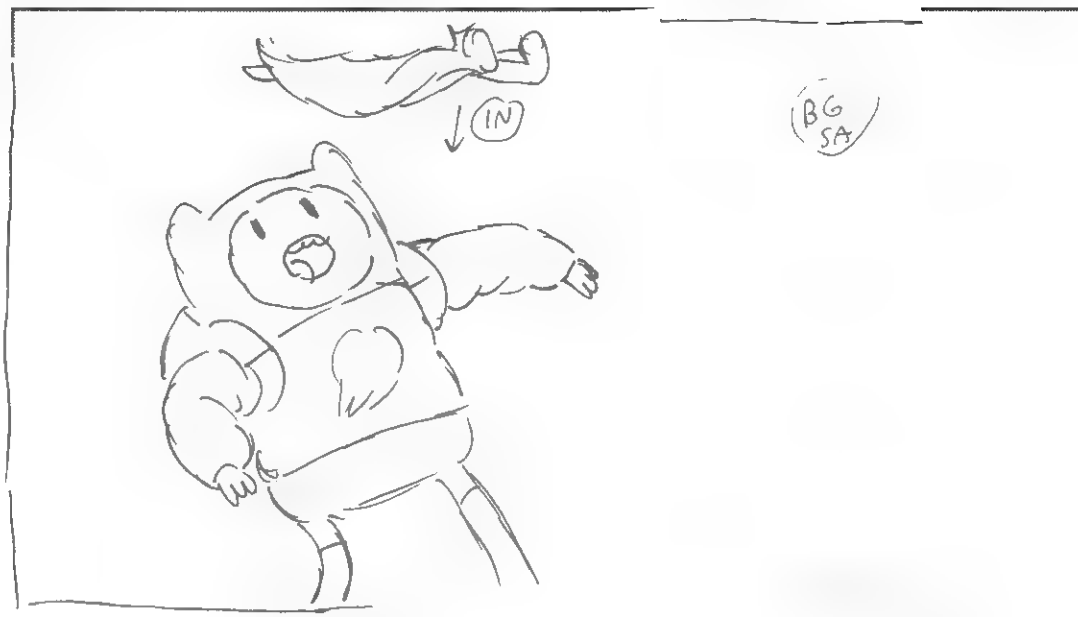


Sc. 003

Pnl. C

Bg.

day night



Dialog:

Action:

-F. LOOKS UP.

-J. FALLS ON/S.

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 034

Sc. 003

Pnl. C

Bg.

day night

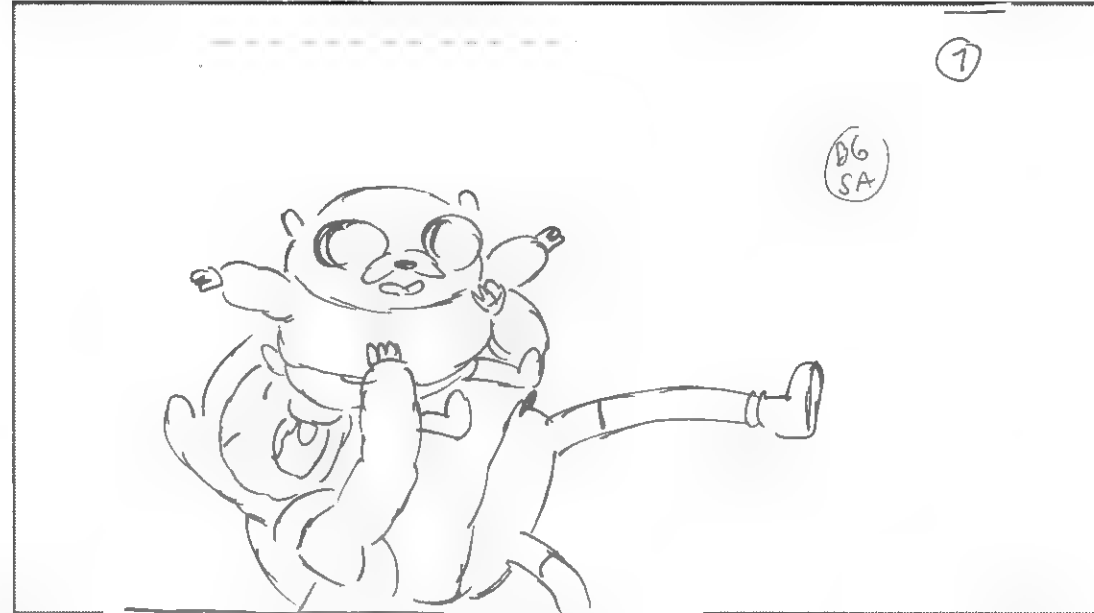


Sc. 003

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:



EPISODE #

Production :

ADVENTURE TIME

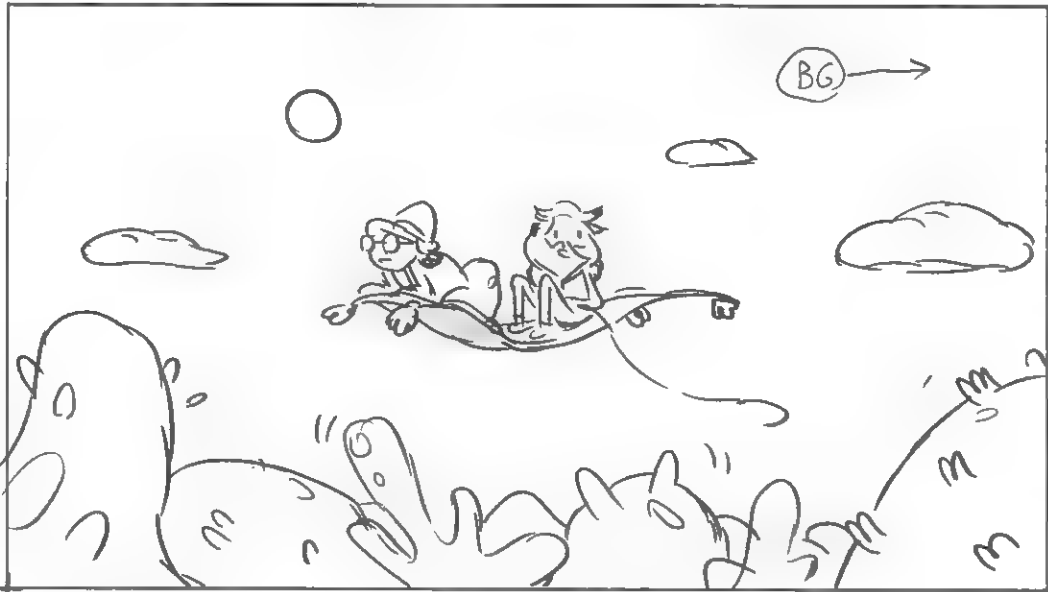


Sc. 004

Pnl. A

Bg.

day night

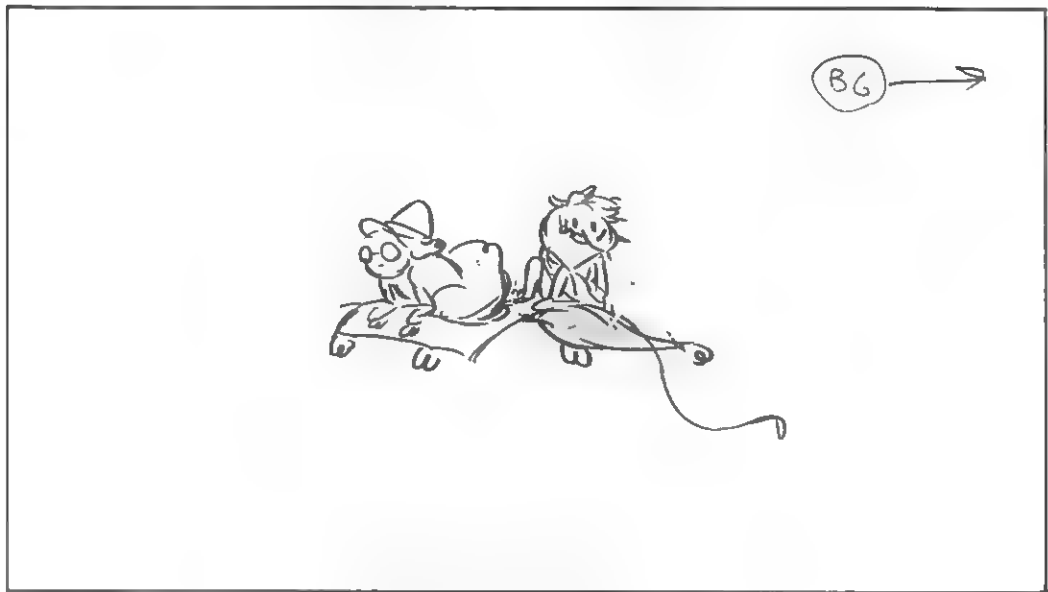


Sc. 004

Pnl. B

Bg.

day night



Dialog: PB:  
♪ WE'LL GO TO VERY MESSED-UP LANDS-



Action:  
- SLIME KINGDOM

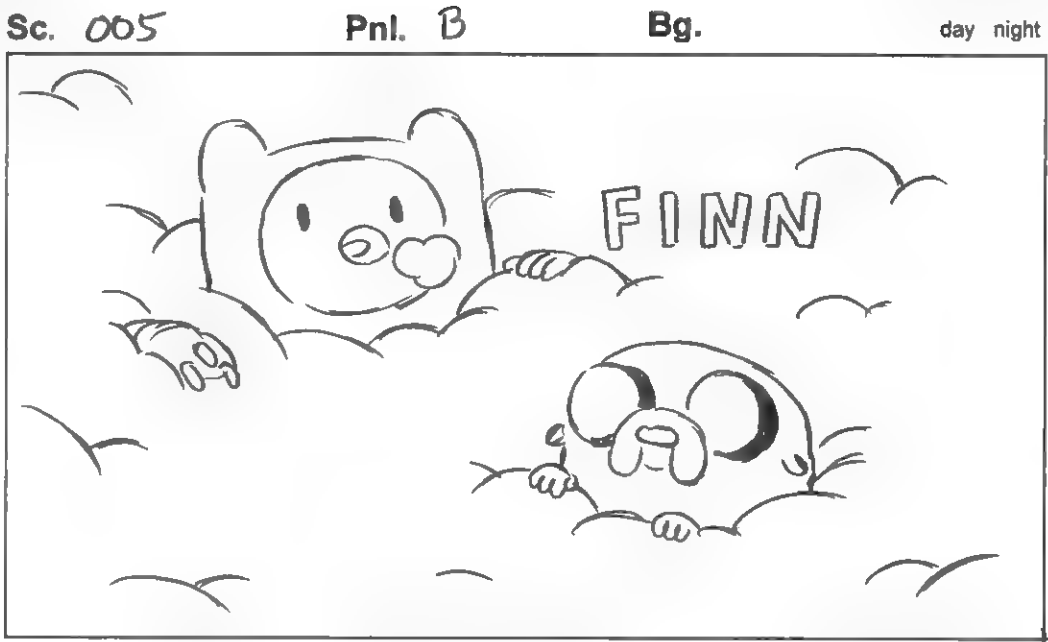
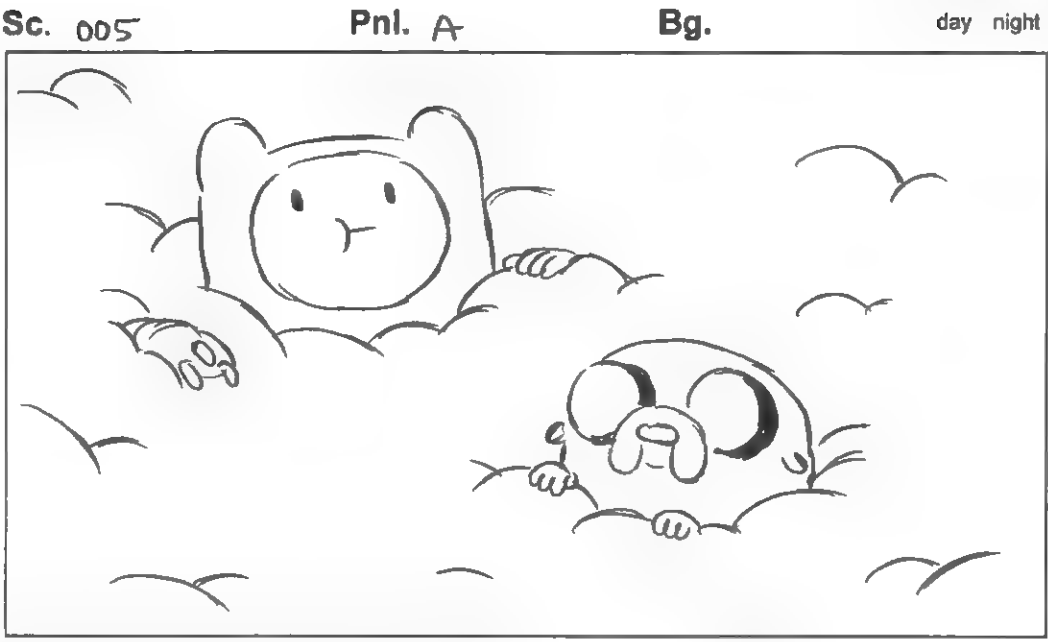
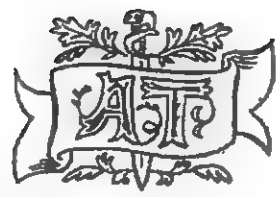
CARPET FOLLOW "WAVES"  
DOESN'T FLAP

Timing:

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EPISODE # 1042-260  
Production :

ADVENTURE TIME

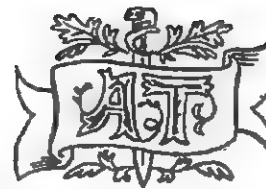


Dialog:
PB: ♪ WITH FINN --
Action:
Timing:

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EPISODE # 1042-260  
Production :

ADVENTURE TIME



Page 037

Sc. 005

Pnl. C

Bg.

day night



Sc. 005

Pnl. A

Bg.

day night



Dialog:

PB: ♪ -- AND JAKE

Action:

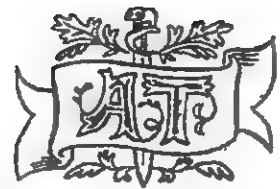
Timing:

EPISODE # 1042-260

Production :



ADVENTURE TIME



Sc. 005

Pnl. B

Bg.

day night

Sc. 005

Pnl. ~~B~~ C

Bg.

day night



Dialog:	
PB: ♪ - ICE-KING	PB: ♪ - AND BETTY
Action:	
Timing:	

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EPISODE # 1042-260  
Production :

# ADVENTURE TIME



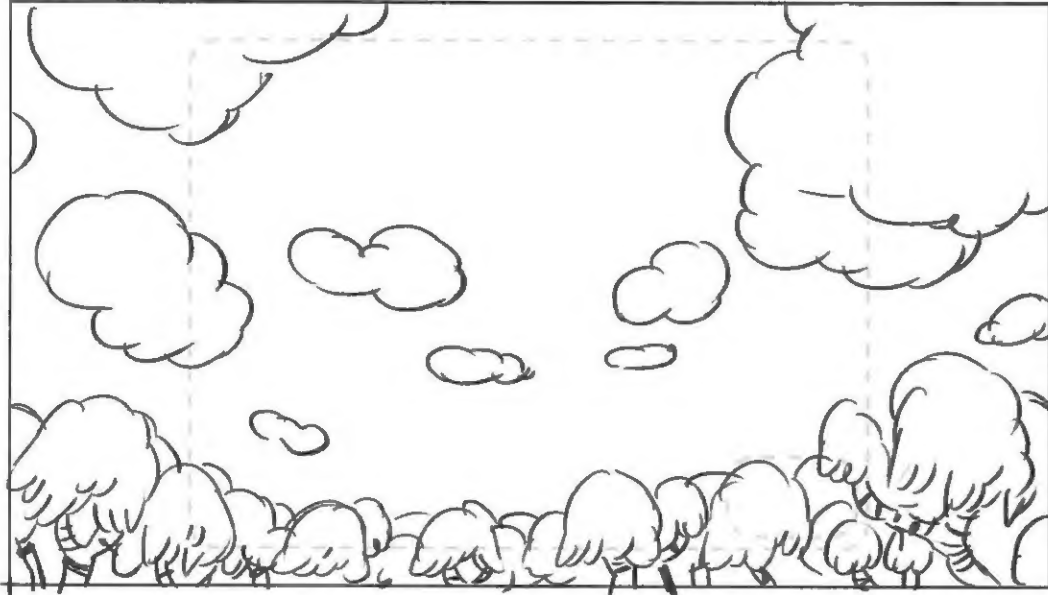
Page 039

Sc. 006A

Pnl. A

Bg.

day night

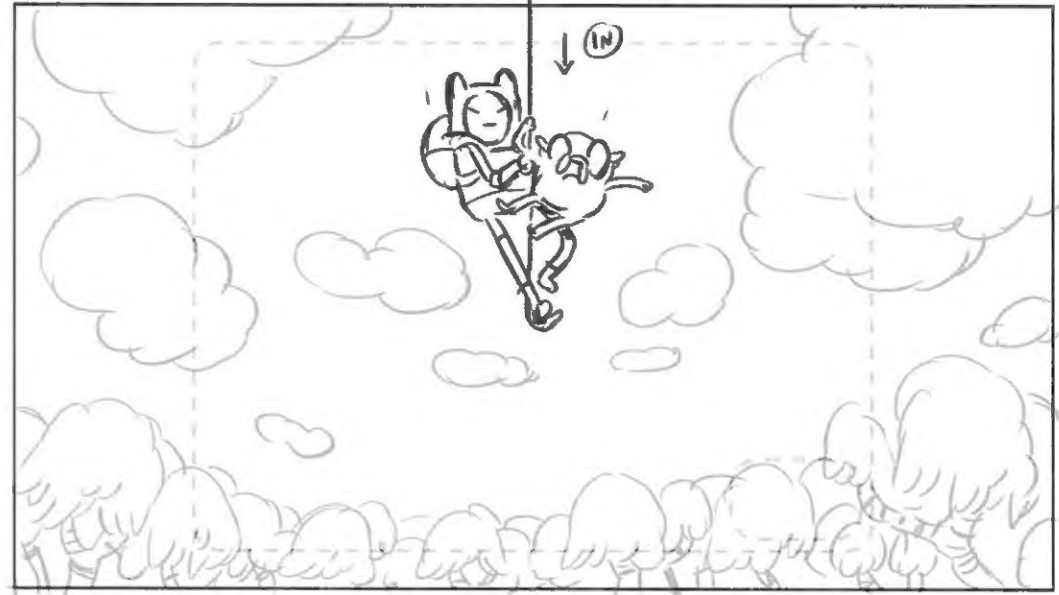


Sc. 006A

Pnl. B

Bg.

day night



Dialog:

Action:

CANDY FOREST

-F+J DROP ON/S ON SKHOOK.

Timing:

EPISODE # 1042-260

Production :

ADVENTURE TIME



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Sc. 006A

Pnl. C

Bg.

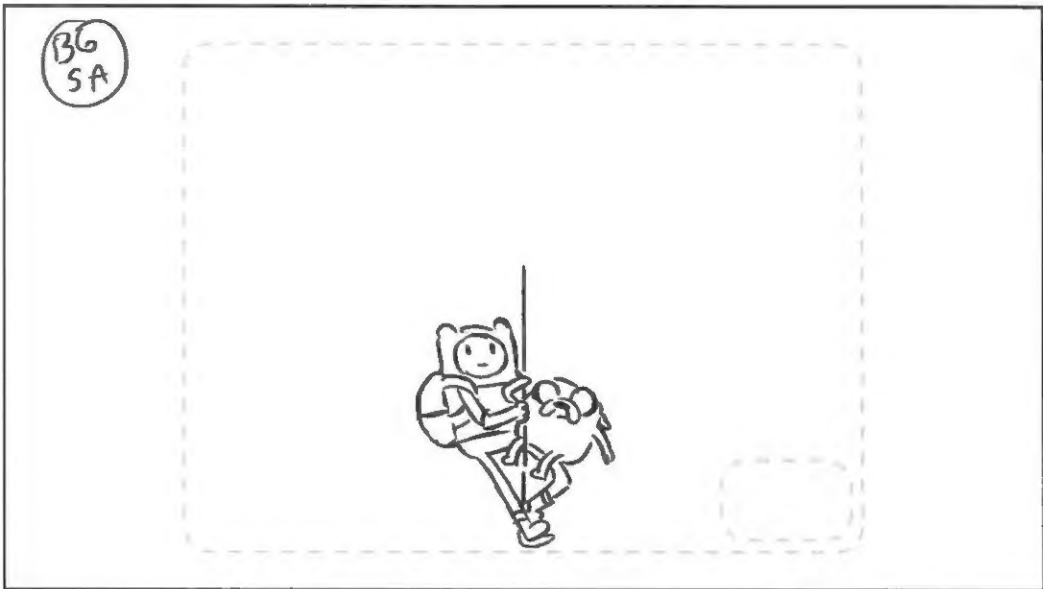
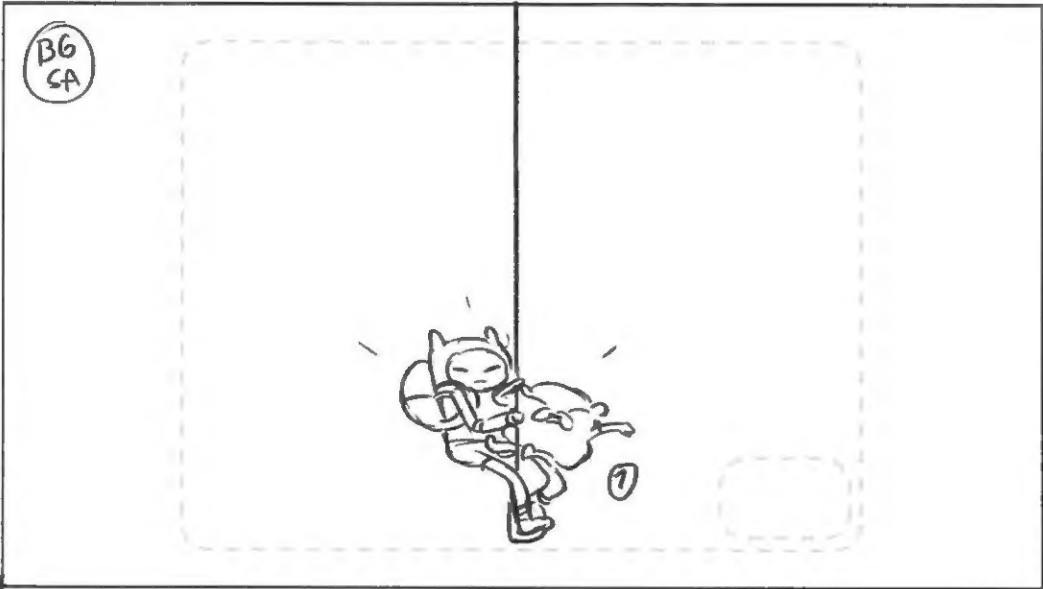
day night

Sc. 006A

Pnl. D

Bg.

day night



Dialog:

FB: JJ WHO KNOWS HOW IT WILL END? -

Action:

Timing:

+



EPISODE # 1042-260

Production :

# ADVENTURE TIME



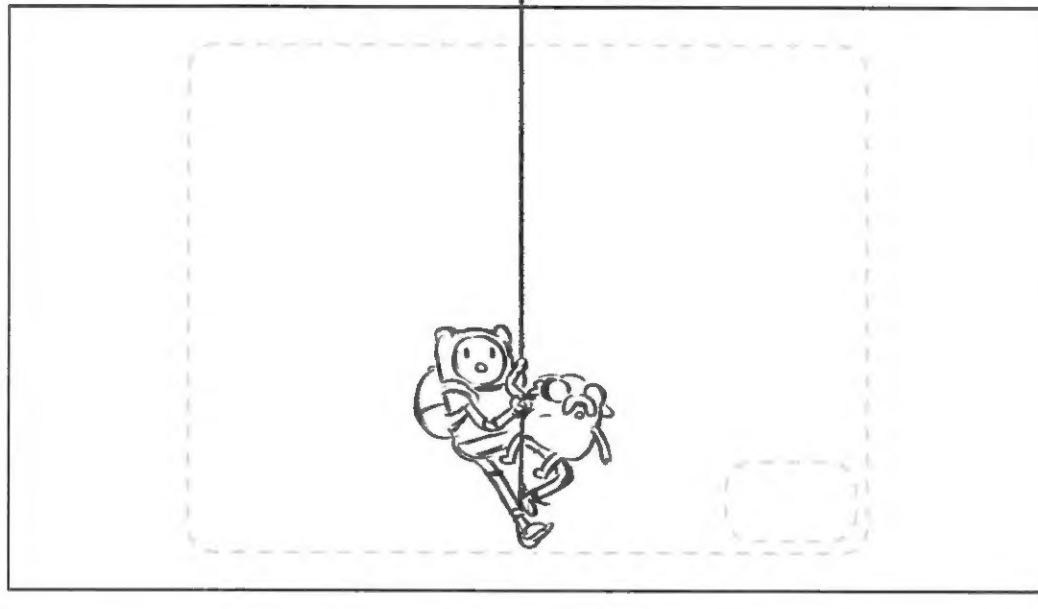
Page 041

Sc. 006A

Pnl. E

Bg.

day night

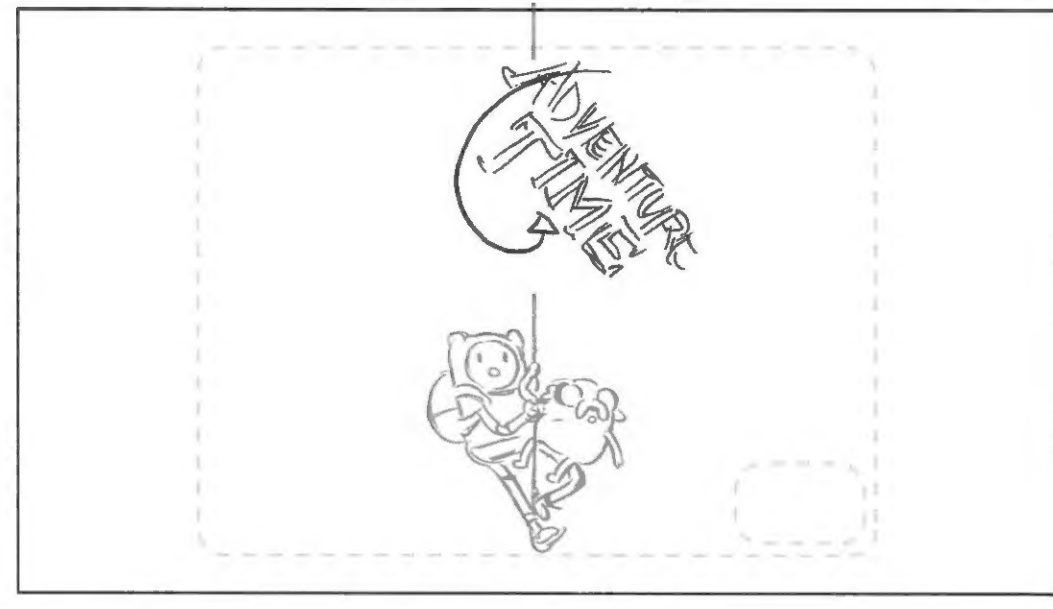


Sc. 006A

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1042-260

Production :

ADVENTURE TIME



Sc. 006A

Pnl. 6

Bg.

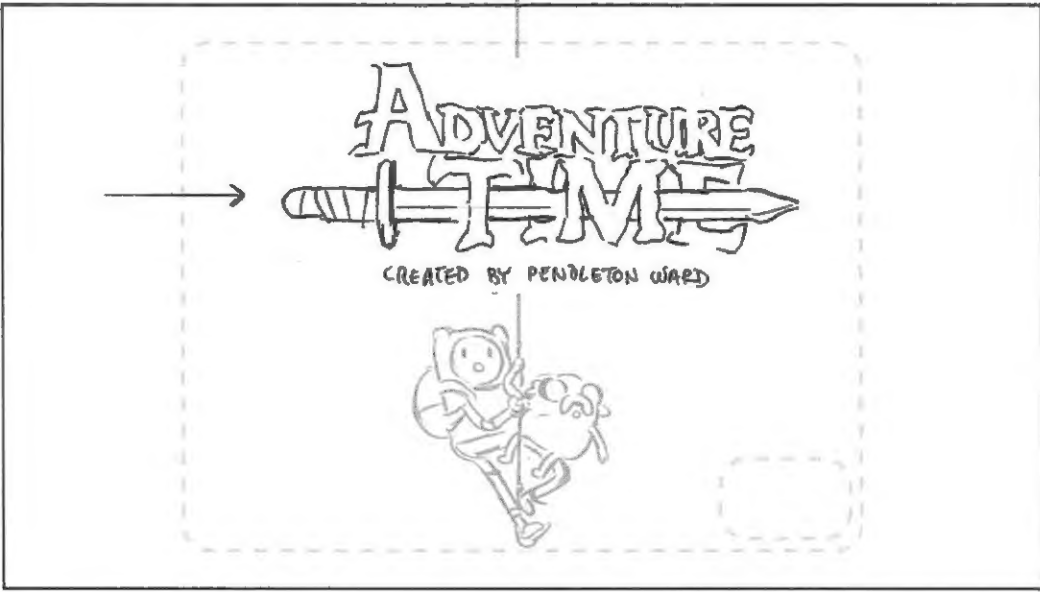
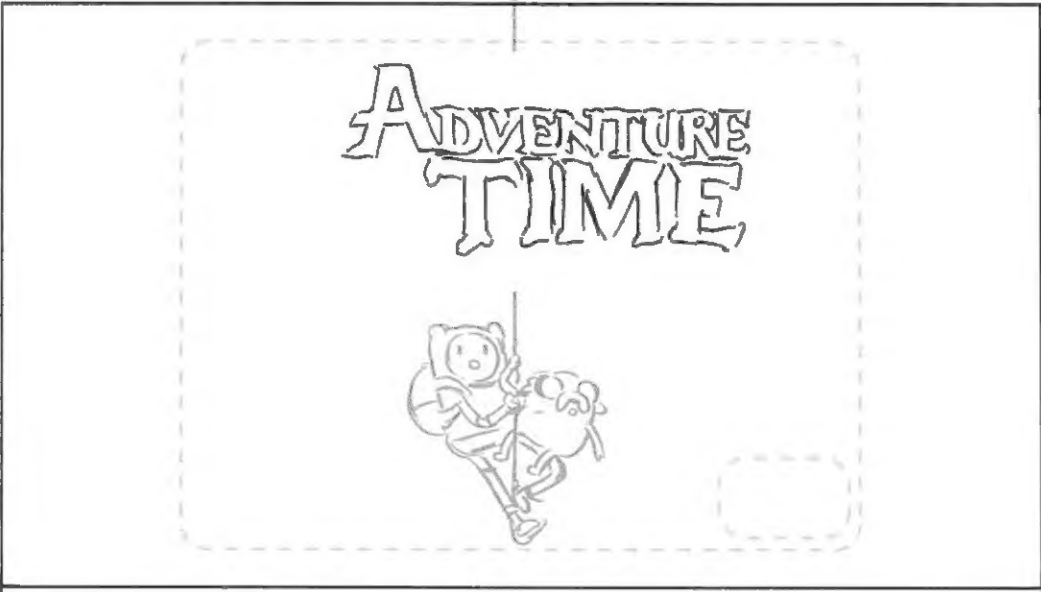
day night

Sc. 006A

Pnl. 4

Bg.

day night



Dialog:

PB: ♪ IT'S ADVENTURE TIME! ♪

Action:

Timing:

END